

**BRITAIN'S
BIGGEST
AND BEST
AMIGA
GAMES
MAGAZINE**



2 DISKS

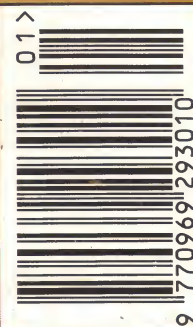
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GAME!**

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of Elfmania!
(1Mb only.)

THE

ONE AMIGA

January 1994 £3.95 DM 20 Lire 12,000 Printed in the UK



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you'll be
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1994!

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quiz!

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Special bumper festive issue packed with
everything you need to know about the
Amiga games scene!

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PREVIEWED: Universe, Cool Spot plus tons more!

TIPPED: Body Blows Galactic, Soccer Kid and Jurassic Park,
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THE ICE



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ICE AGE



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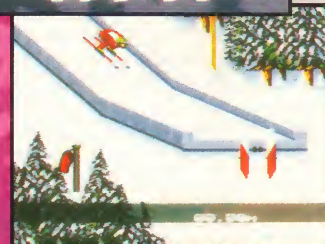
Winter Olympics is the most heart-pounding, knee-trembling sports sim you've ever had the courage to face.

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Screen shots from a selection of available formats (see above)



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There's been a air of real excitement in the office this month. For a start it's nearly Christmas, which always gets us going, and then I returned to The One after completing work on my top-secret project (I'd like to tell you what it was but if I did I would have to kill you, and frankly The One needs all the readers it can get), which resulted in much joy and jubilation from the team - in fact, so far Simon has only told me to "Shut up, fatso" twice. We're all so close, you know. And do you know what? I think this party atmosphere has flowed over into this issue of the magazine. And being the season of giving, we've even got a special Chrissy present for you - Galactic: The Xmas Remix, a complete game by Stavros Fasoulas. Hope you enjoy it! Anyway, have a good 'un, and we'll see you all again next years. Cheers!

DAVID UPCHURCH,



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This month we reveal exactly what demos are on the coverdisks and how to play them

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20 LETTERS

This month we think of one joke and re-use it over and over and over again.

22 WIN £1000! (worth of software)

You can win over £1000 worth of games in this fabby Hit Squad competition. But be warned: this is no ordinary competition.

27 ONE ON ONE

The team behind last month's stunning Liberation reveal exactly how they managed to come up with such a tip-top piece of software.

31 WORK IN PROGRESS

The on-going Heimdall 2 saga continues in earnest, Virgin's groovy platformer makes its first appearance, Core's next graphic adventure is introduced to an expectant crowd... just the usual stuff you'd expect from the most informative previews section around.

46 INTO THE CRYSTAL BALL

We've spent ages ringing up the majority of software publishers and asking them what they plan to release over the next twelve months. But because many of them didn't have any concrete plans we had to make most of it up. Sorry.

MORTAL KOMBAT.....54

Virgin and Probe have teamed up to bring us one of the best arcade conversions for a long, long time. Find out exactly how great it is with our four-page review



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Quite possibly the slickest game ever to come out of Core's software stables. Run, jump and skip your way to out massive review.

53 REVIEWS

The ultra-violent Mortal Kombat makes a welcome appearance along with Fury of the Furies, the surprise hit of the month. On top of these, you'll find Genesis, T2: The Arcade Game, Lamborghini, Microcosm... oh, just take a look for yourself, why dontcha?

90 WIN A MORTAL KOMBAT T-SHIRT!

Virgin Interactive Entertainment are so chuffed with how well the Mortal Kombat conversion turned out that they've decided to offer you the chance to win a copy for free, along with a special Mortal Kombat T-shirt. Are they great, or what?

93 REPLAYS

The new games from last year are just about to appear on budget so you can either flick through our last Christmas issue or read this bit. It's up to you, really.

98 KILL ZONE

You really wouldn't believe what tips we managed to cobble together just as the issue was going to press, so why not turn to page 98 immediately and find out? Hint: rearrange the words 'Soccer', 'Park', 'Jurassic', 'Body', 'Kid', and 'Blows' and you'll have some idea.

115 PD ZONE

Christmas is the time for giving, but if you give away Public Domain software then you'll have more money to spend on yourself. Brilliant, eh?

120 BACK ISSUES

Is your collection of The One not quite complete? No problem - we've got loads of old issues we're willing to flog off.

123 WHERE ARE YOU COMMODORE?

David Pleasance, Commodore UK's joint Managing Director, has a end-of-year chat with The One and outlines his plans for '94.

126 RECOMMENDED SPECIAL

We were going to compile a collective Top Ten of Amiga games from the past year, but we couldn't reach an acceptable compromise. Which is why each member of The One team has listed his favourite games from '93.

130 NEXT MONTH

The usual crap. Only with David Upchurch instead of that four-eyed git.

INTO THE CRYSTAL BALL...46



Wondering exactly what games you'll be playing over the next twelve months?

Then wonder no more - the biggest round-up of 1994's games can be found here.

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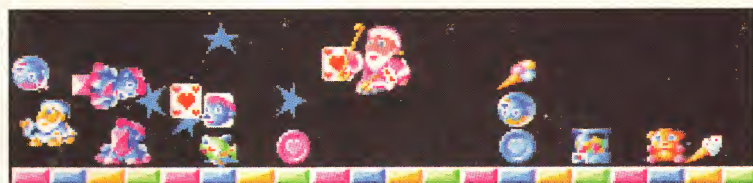
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COMPLETE GAME THIS WAY!



BOOT SECTOR

GALACTIC Stavros Fasoulas



If I was to say "HO HO HO!", I think you'd know where I was coming from (and I don't mean live from Norwich). Yep, it's Chrimbo time and if there's one thing we love to do at this time of year (apart from play drinking games) it's bestowing gifts upon our beloved readers. Well, now is the time to sit under the tree with your eyes closed and your hands open, because Uncle Upchurch is reaching into his shopping bag, pushing aside all those 'special interest' magazines that he collects, and pulling out something very sparkly - and very FREE! Whatever could it be? Well....

About a year and a half ago (in the June issue I'm reliably informed by Simon 'Wealth Of Crap Knowledge' Byron), you may remember that we had a coverdisk demo of a game by Stavros Fasoulas that went by the name of Galactic. It was incredibly strange and incredibly good, and everyone was incredibly excited at the time. We've had a lot of calls since then from anxious readers beg-



ging for details of the game's release, but sadly it never appeared... (Times passes.)

Here we are, teetering on the edge of 1993 and about to tumble headfirst into 1994, bearing some good news: You are a winner! Yes, just by being a reader of The One, you have in your possession the full version of Galactic: The Xmas Edition.

Now things get a bit surreal here, so we'll take this chunk by chunk, direct from the author himself

BASIC RULES

It's Christmas Eve and Santa is having a horrible dream in which the creatures from his deck of playing cards have assumed a life of their own and are running riot throughout his large castle. Unfortunately, being a caring 90's fellow, Santa has decided that he can't wake up until all the cards have been safely captured. Then and only then will he be able to leap into his sleigh and deliver presents to the sleeping kiddies.

So, you see, it's an important task and no mistake. But what does it matter to you? You're just a humble reader, aren't you? Well, you may have been once but now you're Santa. How do you feel now?

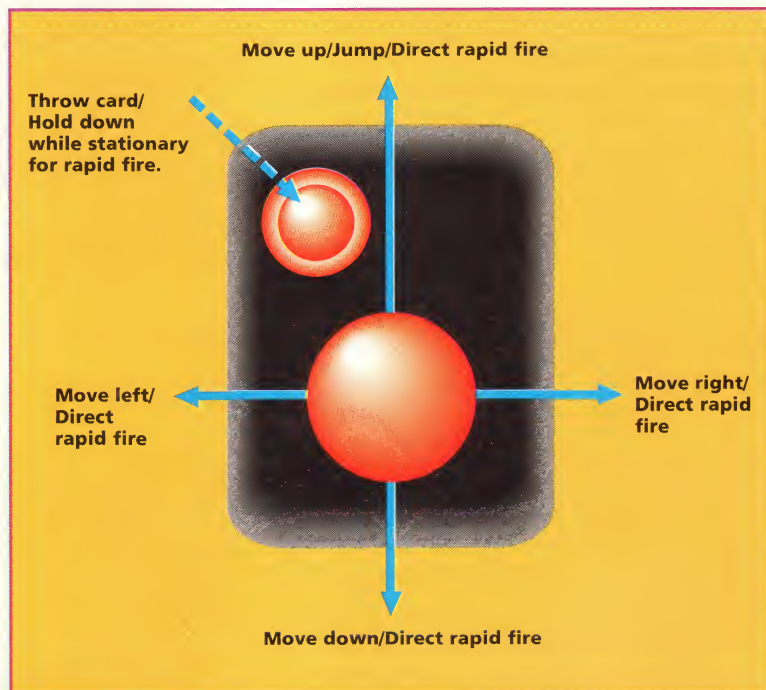
To trap the creatures Santa must run around the castle chucking cards at them (by pressing fire).

Once hit, these creatures revert to playing cards and begin to fall towards the floor where they turn into collectible bonuses. If, however, you manage to catch them before they hit the floor then one of your two energy bars will be increased, depending on the colour of the card.

Two energy bars? Yes - Santa has developed the uncanny ability to change suits (either pink or yellow), and the corresponding bars

at the top of the screen indicate the health for both suits. The bar representing Santa's current colour will deplete during play, so make sure that you swap between suits (by wandering into the miniature blue Santa) or collect the cards before they hit the floor. The game ends when the currently-controlled Santa's energy bar reaches zero.

When two creatures of different colour hit into each other they'll become trapped in crystal balls -





'So here it is, Merry Christmas, everybody's having fun'. Well I'm bloody not! I'm far too busy to even remember what fun is. But that won't stop me from showing you around this months bumper Boot Sector. Glass of sherry, anyone?



DISK A GALACTIC

EMPTYING YOUR STOCKING

1. With a mince pie in one hand, take the desired disk from its wrapper and place it in your festive disk drive.
2. Looking out for Santa, turn on your Amiga



DISK B ZOO 2 BEETLE (A1200 only)

3. With a glow in your heart at the joy brought to children world wide at this time of year, use the function keys to select the demo you want to play.
4. Have a bloody good Christmas.



these need to be collected to release the creatures again. If a crystal ball hits the floor then it will turn into a toy and the opportunity to kill it and collect extra energy will be long gone. Once you've cleared a castle of all creatures then you'll have a few seconds to sweep the floor clean of goodies (if you manage to do this within the time limit then you'll be awarded a huge bonus) and then it will be on to the next level.

There are a number of bonuses and power-ups to collect throughout each level which are as follows:

- Toys increase your extra play time, which is given at the end of each castle.
- Bubble gum, drinks, ice cream, coins and musical instruments all cause various different effects - you'll have to experiment to see what though!
- The warp feature can be used by the more advanced players to enter higher level castles faster. To warp, the Santa must trap all of the escaped creatures in the cards. This is only possible if no crystals or cards are allowed to fall onto the floor (since that would turn them into a toy and the creature inside would be lost).

BONUS SCREENS

There are also a number of bonus screens which appear every so often. These are as follows:

- Santa will be taken to a bonus arena once in a while where he must defend himself against the jokers. Jokers disappear mysteriously if you try to trap them in playing cards, so extra energy won't be available at all during these screens.
- During The Love Chase, Santa gains

points by managing to avoid the amorous attentions of the love-hungry women for as long as possible.

ADVANCED TOPICS

Just to keep you on your toes, there are a few additional things that pop up on later levels. Here's what they do and when they do them:

- The glass bricks are introduced in castle thirteen.
- A glass brick doesn't release anything when shot.
- Glass bricks destroy any object that falls on them.
- If a crystal drops on a glass brick, a new creature will be born to replace the lost one (this creature will be one level higher than the previous one). Also the empty crystal ball can be re-released by hitting any of the coloured bricks.
- When an empty crystal ball falls on a coloured brick it transforms it into a glass brick.

THE PAINT GAME

Every castle that has glass bricks also has paintbrushes. A certain paint pattern is introduced at the beginning of each castle and to gain a huge bonus score try to paint the whole of the toy floor to repeat the wanted pattern. To colour a brick, just bounce the brush on it. Only one brush can be picked up at a time. A brush is dropped by pressing fire (note that if the Santa is too close to the toy floor he will pick up the same brush immediately after dropping it).

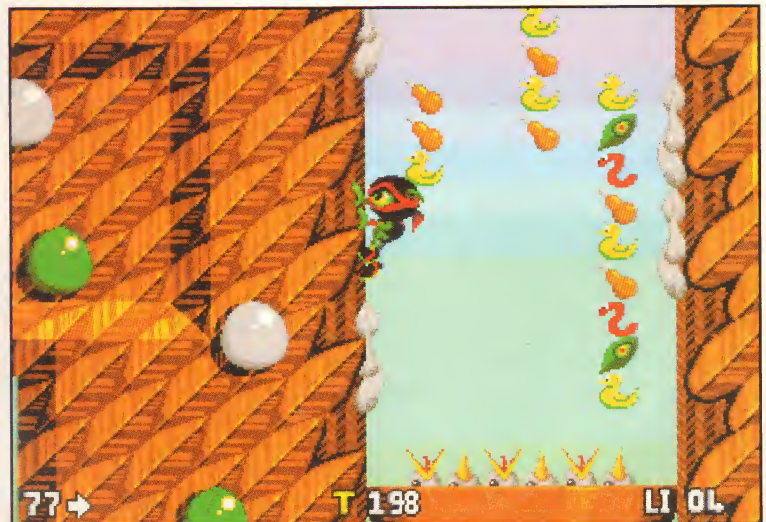
ER, THAT'S IT

I know it all seems a bit complicated but, once you get going, it'll all make sense - I did say that things were going to get a bit surreal didn't I?

THANKS MATE!

We'd like to thank Stavros Fasoulas for allowing us to give away this specially-created version. Please note: Stavros Fasoulas still holds the world-wide publishing rights and, as such, it is illegal to duplicate Galactic: The Xmas Remix.

ZOO 2 Gremlin



What can I say? He's back and he's beautiful! A quick glance at our two page review of Zool 2 will leave you with no doubts about his greatness, but just in case you do need further convincing, load up this stonking demo.

Yes, we are the lads to come to if you're looking for a full level of Zool 2 - and that's official! Here's your chance to sample first-hand the game that's already being described as 'a platform game.'

The aim of this level is about as simple as they come - collect 99% of the collectible toys, and then make



your way to the exit. An indicator in the bottom left of the screen will give you a hint as to the general direction of the exit, while the adjacent counter will show exactly what percentage of toys you've collected so far.

There are a number of baddies across the level that will do their best to drain your energy, and eventually take one of your lives - but all is not lost. Some baddies will release energy hearts when killed, and there are also a number of Chuppa



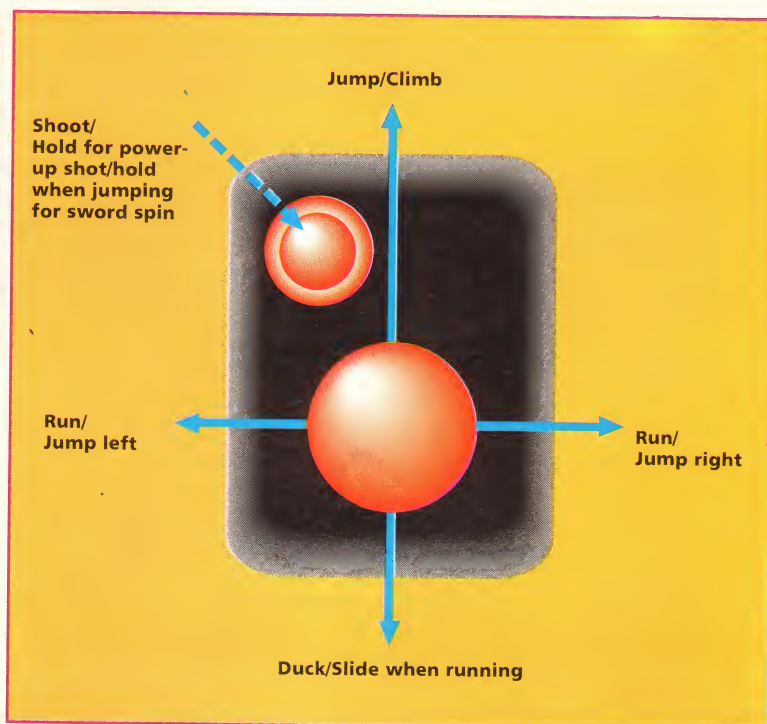


Chups signs which, when smashed, will release energy icons. The Chupa Chups signs may also release special icons which may reward you with anything from a shadow clone, to special shields, etc. Oh, just experiment and you'll see!

Also, be on the look out for any hidden rooms lurking behind false walls (there are enough of them) as they contain some of the loveliest gifts since, well.... these demo disks really.

If you jump and hold down fire, you'll go into a spinning attack which, apart from killing all known germs dead, is good for bashing through weak platforms and areas of the floor, although Zool can break through platforms from below.

Look, if you've got any doubts, have a read of the review on page 62 and I'm sure that it'll all become clear. Right, I've finished talking - you can all go and have some fun now.



BEETLE Shareware

Hey! Got an A1200? Feeling lonely and unsatisfied? Well stop your weeping because we're here to sooth your troubled mind with a stunning piece of shareware.

If you've already flicked through this mag (which I'm sure you did about eight times in WH Smith before buying it and taking it home to meet your parents), you may have been strangely drawn to the well written and highly informative section known simply as 'PD Zone'. Just in case you haven't read it yet (well it's possible, I suppose) you'll find the highest ever scoring PD game in there, going by the name of Beetle. And guess what - we've got a demo of it for you.

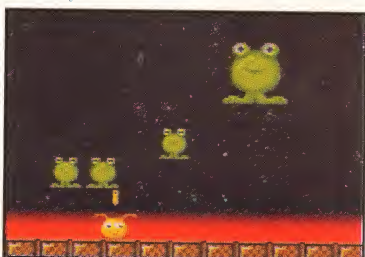
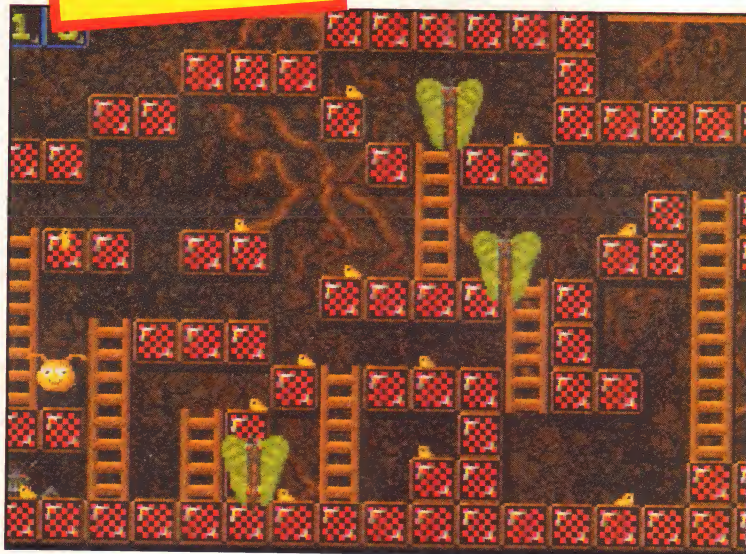
I'm working on the assumption that you've just flicked forward to PD Zone and now know more about Beetle than me, so I'll avoid telling you the same thing over again, but suffice to say that this demo includes a decent chunk of the total levels, not to mention one of the sub-games.

Make full use of the options to choose the speed, sounds and levels you want, and then get into some serious grub collecting and baddie bashing as you try to work your way up the garden wall.

At the beginning of each level you'll see a tiny fruit machine going round, and should you get three in a row, you'll be treated to extra points, lives, or a sub-game.

We're also lucky enough to be able to bring you a level edi-

EXTRA GAME FOR A1200 OWNERS!



tor in this package, so once you've completed all the screens in this demo (if you ever do) you can still enjoy your own customised levels. The editor is fairly instinctive, but has instructions included anyway (just in case you're not a very instinctive person, I guess).

I'm sure you'll agree that this is one of the best bits of PD that we've ever managed to bring you, and just remember that this is Shareware so send your dosh off and enjoy the full version complete with all the levels and sub-games. You won't be disappointed, believe me. Oh yeah, and don't be surprised if you find yourself humming the tune for about a week - we had to sedate David just to shut him up.

MY CRACKER DIDN'T GO OFF!

Due to the large number of disks we duplicate, some may not

go bang (i.e. work), and some of the jokes aren't very funny either. We're very sorry if you've got one of these, but don't despair - help is at hand. Whatever you do **DON'T SEND THEM TO US!** Instead, send them to this address with a SAE for 28p:

The One Coverdisk Returns,
PC Wise,
Dowlais Top Business Park,
Dowlais, Merthyr Tydfil,
Mid Glamorgan CF48 2YY.

Once you've done this you can stare up the chimney and wait for your replacement cracker to arrive. If you think that you can solve your problems down the phone, call the PC Wise helpline on (0685) 350505 between 10:30am and 12:30pm on weekdays. Just in case you're really stupid, I'm cleverly substituting the word 'cracker' for the word 'disk'. Well done to those of you that spotted it first time round.

The Small Print Bit

1. Whilst we here at The One make every effort to check the disks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.
2. The One and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

the cult classic collection



Commodore
Amiga
Atari ST

ZERO 87%

“Superior game of the hack ‘n’ slash genre.”

Commodore
Amiga
Atari ST



CORKERS

ACE 94%

“Core Design takes a graphically stunning journey into the world of Cybernetics.”



Commodore
Amiga
Atari ST
IBM PC

CU Amiga 90%

“...superb graphics and some of the best animation that you’re likely to see on the Amiga. Great fun and Core Design’s best game so far.”



CORKERS

ZERO 88%

“The scrolling, animation and colour are all of a high standard, but it’s the play that wins the day. This is particularly true of the two-player version, but even for one player, the action is tough and just keeps on going... War Zone is an excellent arcadey shoot-em-up.”

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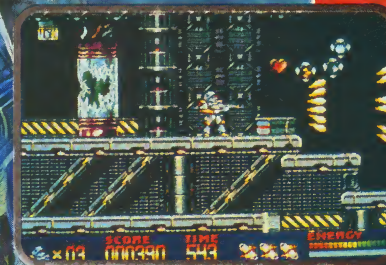
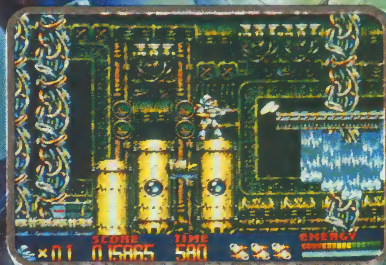
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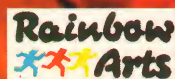
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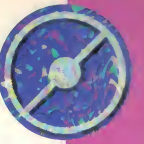
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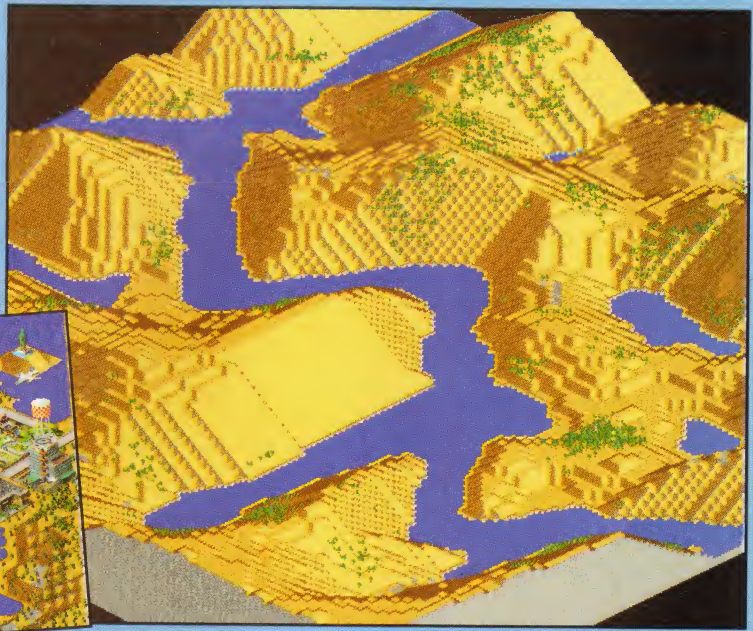
THE FUTURE OF MANKIND

Blimey, you don't get much more Stop Press-er than this! Literally minutes before these pages were due to be handed over to our army of designers (Jenny), Maxis revealed that their sequel to Sim City, known to its friends as Sim City 2000, will be getting an Amiga release.

Apparently, David heard rumours of Sim City 2000's conversion during a party and so pleased was he to hear this fact that he staggered over to the boys and interrupted their intellectual chat on who is the most attractive girl in the office just to let them know. Unfortunately, he forgot to inform yours truly until now.

We've seen the PC version running and it looks like a winner in every way. Gameplay-wise it's pretty much the same - build a successful community and keep your populace happy - but the graphics have been considerably enhanced and now feature raised areas of land, creating a 3D effect. You even have to set up a fully-functioning sewerage system deep below your city, one of the many features new to this sequel.

Sim City 2000 is set for an Easter release so you can expect, nay demand, more news pretty soon.



THE LAST SAMURAI?

Do you want the good news, the bad news or the better news first? In that order? Okay, here goes...

The good news is that Vivid Image Design's Second Samurai has finally hit the streets. Unfortunately, the bad news is that, according to Vivid Image boss Mev Dinc, this will be the last in the series. The better news, though, is that Mev and his team are leaving Samurai to work on something far more spectacular.

Having taken the standard Amiga just about as far as he thinks that it can go, Mev has decided that it's now time for VID to turn its attentions to the world of CD games. "CD interac-

tive games should be just that," he says, "really interactive. There's no reason why a CD game shouldn't be as playable as any other game, instead of just providing half a gigabyte of extra graphics. CD can give extra depth to our gameplay, but it certainly hasn't proved itself yet - but despite this it still looks like it's going to be THE games medium of '94."

Mev is already putting his theories into practice with the initial development of Hodja, a multi-character adventure. The design and illustration work is underway and Mev would like to see this finished before a single line of code is written: "Designing a CD game should be

very much like creating a movie," he says, "so we're currently trying to put it together scene by scene."

And speaking of the movies, the animation is in the more than capable hands of ex-Disney animator (of 25 years standing) Bill Hajee, whose previous work includes creating the mice in the animated classic, The Rescuers.

"I got involved with Mev when he showed me his plans for Hodja," says Bill. "I'll be doing all the animation frames for the game and treating it as if it is a proper cartoon. I've already finished some frames and the ideas we have seem to be working."

"For me it's a fresh challenge and I'm very excited about it. The accent will be on family entertainment. Although there'll be plenty of action, there won't be any over-the-top violence. The thing we're concentrating on is a

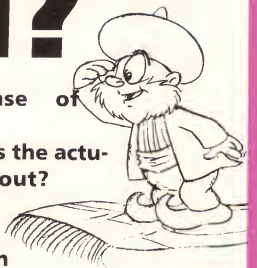
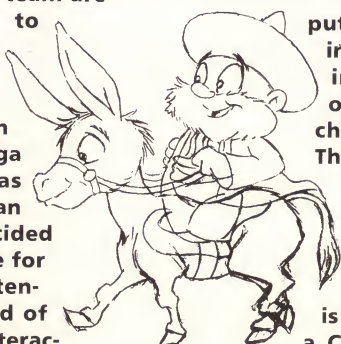
strong sense of humour."

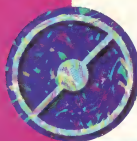
But what's the actual game about?

"You play Hodja, an Arabian

Knight who is always making mistakes," outlines Bill. "One day he visits his family for one of the younger children's birthdays. Unfortunately, Hodja decides to perform a magic trick to entertain the youngster but it all goes horribly wrong and all his relatives end up scattered across different time zones. So the aim of the game is to return your family to the present day."

Work is still at a very early stage as Hodja is scheduled for release in roughly two years' time but you can rest assured that we'll be hassling Mev until he lets us cover it.





DARKMERE IS HERE - ALMOST



The amount of release dates Darkmere has had may look like the total for this country's budget deficit but it seems as if the end is almost in sight. Come February or March (1994, that is, although we wouldn't be at all surprised if Core had pencilled this one in for a '95 release) you'll be able to pop down your local computer store and purchase the game Core are already calling "very late indeed".

So what's happened and why has it taken so long? Over to Jeremy Smith, Core's jovial MD: "The game was started by one programmer who managed to get about 40% of the main code written before realising that the original design was way too ambitious for the hardware he was using. So after a few 'staff changes' we took the project in-house and virtually rewrote it from scratch.

"I think what we've got is a game which achieves 90% of what we initially expected. It's still a massive game but its delay is perhaps down to naiveness and bad management on our part."

Darkmere's final play-testing will take a lot longer than usual because of the size of the game and the amount of text it contains. According to one informed Core spokesman it "looks mega" and is "ripper". Sounds like he should be a journo.



CD ROW GROWS

Everybody seems to be in agreement that CD games are the thing of the future, but if a row currently brewing within the games business isn't resolved, they might just stay that way.

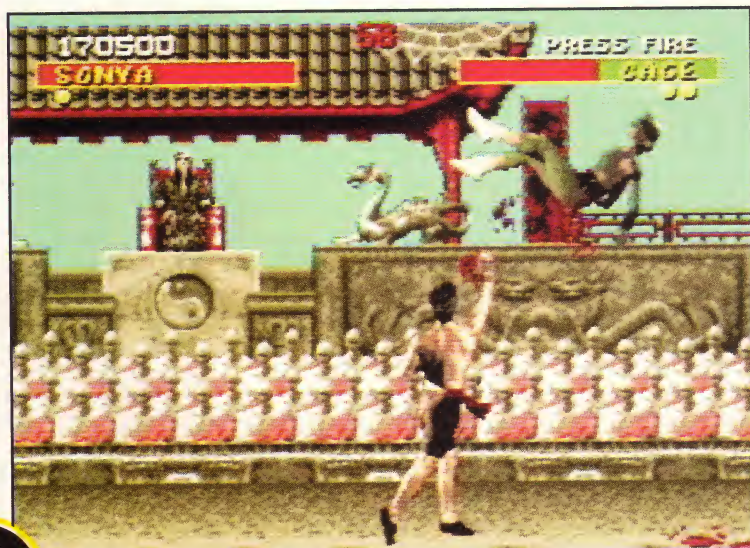
The problem revolves around the way that games make it from publishers' warehouses to the shops: at present, games are sold by publishers to a series of distributors, who then sell them on to your high street games store.

Now, with the coming of CD - most notably for the CD32 - publishers want to change things a little by reducing the amount of money the distributor makes. This, of course, hasn't gone down too well with the distributors, who are refusing to stock some CD titles.

Most of the major games firms, including Ocean, EA, Virgin and Psygnosis (which has just launched Microcosm, hailed as the first 'true' CD game) are involved in this bust up, and because of this it's unlikely to drag on for ages and ages.

In the meantime, if you don't see too many CD games appearing on your shop's shelf, you probably now know the reason.

THAT'S CENSORTAINMENT



Remember the sinking feeling you used to get when you went into your local video shop looking for a copy of *Zombie Girl Killers From Outer Space*, and the chap behind the counter asked you how old you were before he would hand it over?

Well, that whole scenario might soon become just as common in your local games emporium, as the European Leisure Software Publisher's Association (ELSPA, a sort of decision-making club for firm's involved in the computer games business) has come up with a series of classifications which could become commonplace from May 1st onwards.

If the system is eventually

approved, it will mean that all games will be rated as being suitable for one of four age brackets: up to 10 years old, 10 to 14, 15 to 17 and 18 and upwards.

While we're not sure exactly what the introduction of this new system will actually mean (apart from numerous 14 year olds giving themselves false moustaches with their sister's mascara), it seems that ELSPA decided to come up with a system of classification before the Government did it for them.

Now all that remains to be seen is which unscrupulous game manufacturer is going to be the first to try to use an '18' rating to sell us a completely tame piece of tat?



COMMODORE LOSES ITS SHIRT 1993

almost ended with a bang for the lads and lassies at Commodore's UK base, as the firm finally unveiled its long-expected Full-Motion Video (FMV) cartridge for the CD32 and announced a whole new software bundle to go with the machine.

However, this news was tempered by a worrying set of financial figures from the firm's US parent company, which had lost a grand total of \$365.5 million in the year leading up to the end of June 1993.

It's not exactly clear how this will affect the firm - and, more importantly, the CD32 - but it was tempered with the news that some new investment is expected shortly.

NEW STORM BREWING

You probably know this lot as Storm, you may even remember them as The Sales Curve, but the team behind next year's major CD32 release, The Lawnmower Man, would actually like you to call them SCI from now on.

That's right, Storm has become SCI (short for Sales Curve Interactive apparently), but apart from this it's business as usual, with the CD version of its 'virtual reality' movie licence still expected any day now.



SHOPS OPEN THEIR DOORS

Every month it seems that we report on yet more new games shops flinging open their doors to the country's high streets - and this month's no exception. In fact, with the current crop of outlets about to add to the existing glut of shops, it's a wonder that there's any room for anyone else anymore.

Perhaps the biggest mover and shaker on the high street of late has been music specialist HMV, which has just opened its 50th games

department (having started 1993 with a grand total of 10). Plans for 1994 include equipping the next 10 HMV shops with game departments, and even possibly opening new hyper-departments, along the lines of the recently opened Level One in London's Oxford Street, in Birmingham and Manchester.

Another set-up which is looking forward to big things in '94 is Game, which plans to bring its grand total to just short of 60 by opening a fur-

ther 30 shops throughout the year.

Finally, northern chain The Next Level is looking to expand throughout the country in 1994, with ambitious plans to take its current roster of five shops up to 50 by the end of the year.

Of course, you'd think that with all of these new shops opening it might lead to something of a computer games price war in the high street, but sadly this doesn't seem to be part of anyone's plans.

STRIP TEASERS

...Who is The Shadow? Well, that's easy to answer, as he's the latest Marvel comic character due to make it to the silver screen - with Wesley Snipes confirmed as the actor who will don the mask. What's not known is which softco will snap up the rights to what could be the hottest movie of '94 - the smart money seems to be heading for Manchester though. Remember - you read it here first...

...The seemingly never-ending series of games awards ceremonies continued last month, with the usual suspects heading off to Paris for the Tolt d'Or awards. Lucky winners this time around included Team 17, who carried off the 'Best Action Game' gong for Alien Breed II and Ocean's SWA (Squirrel With Attitude), Mr Nutz, who collected the Best Platform Game prize.

...The future of the annual computer and video games exhibition seems to be in doubt after a very poor 35,828 people turned out for this year's Future Entertainment Show, which took place at London's Olympia (this was down almost 20,000 on the previous year's total)...

...Tired of Sensible Soccer? In need of a change? Well, in that case you might like to try Virgin's Goal!, because not only has it suddenly dropped in price (by a whole fiver) to £19.99, Dino Dini's latest top-down footy game now also contains a copy of the Euro fanzine Golaccio!...

CHARTS

- 1 Alien Breed 2
- 2 Frontier: Elite 2
- 3 Body Blows Galactic
- 4 Premier Manager 2
- 5 Championship Manager '93
- 6 Micro Machines
- 7 Goal!
- 8 Hired Guns
- 9 European Champions
- 10 Syndicate

- Team 17
- Gametek
- Team 17
- Gremlin
- Domark
- Codemasters
- Virgin
- Psygnosis
- Ocean
- Electronic Art

Charts supplied by Virgin Games Centre

AN APOLOGY

Last month's Next Month page was only intended as a light-hearted page-filler and was in no way meant to cause any offence. We accept that the content of the editorial was unfairly harsh and we apologise unreservedly to anyone at OTE who may have been offended.



WINNERS DON'T DO DRUGS

Healthwise, a Liverpool-based drug education body, picked up a little more publicity than it bargained for with the release of its new Amiga game, Wrecked, a 'psychedelic adventure' designed to educate its users about the dangers of drug abuse.

Having originally made the news in its local paper, the Liverpool Echo, the story was picked up by Granada TV, then Radio One's Newsbeat programme and eventually made it all the way to the Sunday People.

The trouble is that most of the reporters involved missed the point of the whole exercise, and by the time the bandwagon had well and truly begun to roll, a number of consumer watchdogs and public figures (including two MPs, Timothy Rathbone and Olga Maitland) were up in arms, having firmly grasped the wrong end of the stick by assuming that this game in fact promoted the culture of illicit drug taking.

"This was all just knee-jerk moral panic," says Healthwise spokesman James Kay. "Neither Timothy Rathbone nor Lady Olga Maitland have actually seen any part of the game - nor have they taken the trouble to contact us and find out anything about how the game works."

"Wrecked is new and controversial because it understands that young people take drugs because they enjoy them. This might be difficult for the rest of us to accept, but it's no good hiding your head in the sand and hoping that the problem will go away."

A platform game, Wrecked is designed to be both fun to play and a serious way of educating people about the uses and misuses of drugs. The game's central character, Jo, moves through the game scoring both points and drugs along the way. Each drug found has a different effect - amphetamines and cocaine work as 'speed-up' icons, while LSD allows Jo to see things which were otherwise invisible. The point of the game is that it points out that drugs have bad effects as well as good. "We don't care too much if the game doesn't appeal to MPs," says Kay, "it wasn't written for them."

Healthwise is currently looking to set up national distribution for its game, but in the meantime Wrecked is available direct from the body itself - phone (051) 709 5505.

And remember... winners don't do drugs!

TO BE BRUTALLY FRANK...

Live report by Matt Broughton.

November the 11th saw the Brutal Sports Football open day at HMV's Level One, and what a day - with David and myself doing our usual job of picking up as many free hats, T-shirts and, of course, lunches. But first, let's recap.....



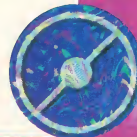
Cast your mind back (if you would) to our November issue, when not only did we award the brilliant Brutal Sports Football an impressive and 88%, but we also invited you to the HMV Level One for an afternoon of fun, japes and a good kick-in.

Millennium were there with the Brutal Sports Football World Champion, Steve Murphy, and offered prizes of posters and game-related freebies to anyone who took on the mighty Murphy, with a limited edition Brutal Sports T-shirt going to anyone who managed to beat him.

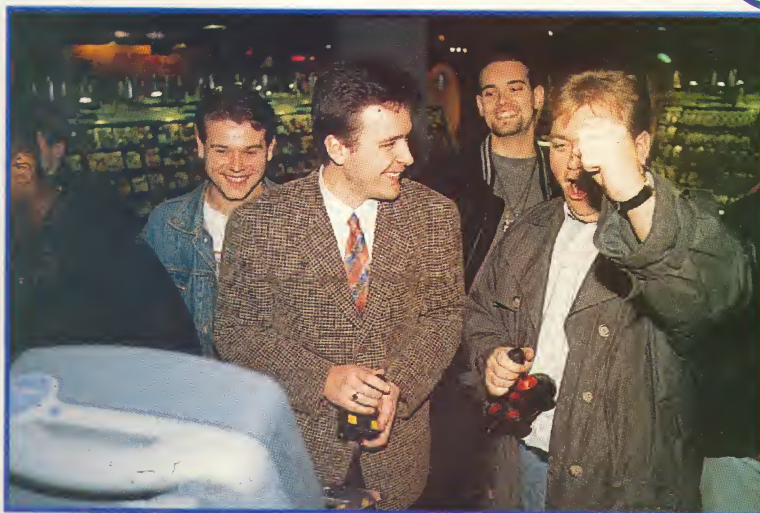
The day didn't start too well, with David sustaining an early injury when he splintered his pancreas trying to get up out of his chair (we always thought that they were one and the same) and then slicing his finger on a huge pile of The One issues that we were taking down to HMV to distribute. As a result, David suggested that I do all the work, all the interviews and carried all the magazines, while he would take care of any free food. It was a very kind offer (apparently) and I was more than happy to accept (again, apparently).

Anyway, our chauffeur-driven, er... taxi pulled up to the front gates of HMV palace, and thanks to the police escort we managed to get inside without being mauled by the crowds of kids that had come to see us (obviously, it also helped that there were no crowds of kids outside). Ho hum. Fame and its many facets.





The first, and most obvious thing to do is to eat free food, but I managed to persuade David that we should check out the local talent first, so David took on Millennium's Keith Smith (far left) while I showed Steve Murphy (far right) a thing or two about losing games 6-2. I now consider myself about the best at losing 6-2 and would be happy to demonstrate this on demand.



Casual onlookers might be fooled into thinking that David has just won here, but in actual fact he's celebrating because the game's over and it's time to go upstairs for some free food. Dave is always fun to play against because you can be sure that his mind is somewhere else - usually in the nearest eatery.



(Left) Having satisfied David's hunger (for a few minutes), we returned to the games area and waited for the first brave challengers to arrive. Victim number one was Andy, who lost 12-3 to an impressive Mr Murphy. Andy is a Mega Drive player who used to own an Amiga. "If I still had an Amiga I'd probably buy this," enthuses Andy. "I like sports games and this one's got a bit of fun in it." Keith then duly dished out a free poster and a tattoo or two, but not until he'd managed to prise a microphone from the DJ and burst into his best karaoke version of 'New York, New York' The crowds dispersed but, strangely enough, came back as soon as we'd beaten Keith



(Above) Next up for a thrashing was Dean, who lost 12-1, but still said that he "liked sports games. Yeah, I'd buy it." At this point, Steve took the trouble to explain the rules to Dean, who declined the offer of another beating, took his free stuff, and left.



(Left) Things didn't get much better for the young challengers, as the mighty Murphy took on just about everyone he could get his hands on (and a few that he couldn't), but suffice to say by the end of the day, more than a few happy people had gone home with some excellent freebies - the only photo missing from here is the one of me and David sitting in the Burger King afterwards, comparing free gifts. Ah - another day, another T-shirt.

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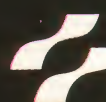


AMIGA Screen shot

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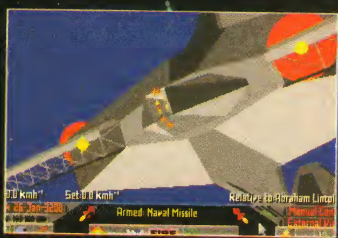
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AMIGA Screen shot



PC Screen shot

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Letters

Once again we find ourselves quite literally knee deep in your moans, queries and thoughts, and if your letter isn't here I want to know why. So get yourself a nice big pad of paper and a silky pen, and send me something I can read this very moment to the following address: Letters, THE ONE, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU; or Fax me on: (071) 972 6710. Get a move on then!

SEE THE CD

Dear The One,
Being an A1200 owner I am looking forward to the forthcoming CD-ROM drive. However, in the December issue of Amiga Format I read an article by David Pleasance. He said that he reckons the CD drive will cost around £270, but if you can buy a brand new CD32 for thirty quid more how the hell are they going to sell them?

Jamie Brynes,
Edinburgh.

Dear The One,
I own an A1200 and am thinking about buying a CD drive for it. But I have recently found out that the estimated price for it is around £270. Why is the price so high? I might as well buy a CD32 instead but I've basically already got half of the CD32 in my A1200. I'm hoping that the price will come down by at least £100, because a lot more people would buy one then. I am pleased with my A1200 but am concerned about the amount of disks and disk swapping, etc, that all the new games need, so CDs seem the only way to turn.

Robert Pogmore,
Bedfordshire.

I agree that the price difference between the CD32 and the A1200 CD drive ought to be a little more marked, but don't forget that the CD32 is much more than an A1200 with its keyboard and floppy drive lopped off and a CD drive bolted on. It features extra graphics hardware and has the advantage of being built as a whole self-contained unit,

while the CD drive has to be built as a peripheral that interfaces legally with your A1200, thus increasing the production costs. Don't moan too much - in comparison with similar CD drives for the PC, £270 is a very, very reasonable price.

VIOLENCE? LOVE IT!

Dear The One,
I was just flicking through The One's November issue, and a letter entitled 'Macho Moan' written by Roland Pingree caught my eye. First things first, I am a girl and I happen to adore 'macho' games.

I love Cannon Fodder, Theatre of Death, etc. It is not sexist to make these type of games, the only thing sexist is (as Roland did) to presume that only boys would like them. That really makes me mad. Girls happen to like macho games, not all girls - but then not all boys either!

I know that Roland was trying to be nice and stand up for girls, but I (and the majority of girls in the computer world) just don't need standing up for. Nice try though, Roland.

Anyway, I'm off to finish reading your excellent magazine. Keep up the excellent work.

Lissy Ries,
West Midlands.

I think that says it all...

SEXISM? LOVE IT!

Dear The One,
After reading the letter by Roland Pingree in the November issue of your superb magazine, my blood boiled. How can he state that women do not appear enough in

MAGNUS MAGNUSSON.

Name: David Upchurch.

Occupation: Editor of The One.

Chosen subject: Answering all these bloody readers' questions.

You have two minutes starting... now.

Dear The One,

(1) I would like to know if the CD-i games will be compatible with the CD32 or if a special CD32 will be built to cope with other CD console games, music and films.

(2) Will the price of the CD32 be coming down after the new year?

Chris Fyfe,
Glasgow.

(1) No. 'Fraid not.

(2) How on Earth should I know? I realise that I share the same first name as Commodore UK's boss but I can't read his mind, you know.

Dear The One,

(1) Will A1200 versions will be coming out for Beneath A Steel Sky, Rise of The Robots and Jurassic Park.

(2) Are Renegade/Bitmap Brothers planning to make a Speedball 3 and Gods 2 as these two games deserve a sequel.

(3) Does Deliverance and Wrath Of The Demon work on the A1200?

Sylvester Williams,
Streatham.

(1) Yes, yes and yes - in that order.

(2) There are no plans at the

moment.

(3) As far as we know, yes.

Dear The One,

(1) Do you know if UBI Soft are doing a follow up to Dynablasters - if so, when will it be coming out?

(2) Are there any more four-player games other than Dynablasters or Bug Bomber?

(3) I own an A1200 and have the standard versions of Pinball Fantasies, Nigel Mansell and Wing Commander. Do you know if the companies do a trade in offer so that I can upgrade the game without buying it twice?

(4) What has happened to Arabian Nights AGA version?

Mark Ambrose,
Poole, Dorset.

(1) No plans as yet. Who knows though? They may decide to convert Super Bomberman, an enhanced version of Dynablasters, back to the Amiga.

(2) Not that I know of.

(3) No.

(4) It's been put on the back-burner, sadly.

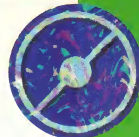
computer games. Let's face it, women are not worthy to appear in such masterpieces as Sensible Soccer. How sensible would it be with a load of women in it?

Or how about a Double Dragon clone aptly named Double Drag-oness. This game sees two sisters, Sharon and Tracy, battling their way through ten levels with muscle-packed, knife-throwing, spear-chucking, chain-cracking and machine-gun toting women.

That reminds me - aren't women body-builders the most disgusting

thing you've ever seen (except David Upchurch naked perhaps)? Anyway, back on the subject of games based around women, how about Laura Mansell's Driving. The point of this game is to drive a Ford Cortina down a high street ignoring all the other cars and pedestrians.

Why should the computer industry bow to this weaker sex's needs? Let's face it, only five or six percent of Amiga owners are women or girls, so if there were games especially for women, they would not sell in sufficient numbers to merit such



games. Anyhow, some games do contain women - the two biggest fighting games both contain women: Maria and Chun-Li from Body Blows and Street Fighter 2 respectively.

So come on, stand up and join with me by placing your hand on your heart and saying "We ARE superior!" They are nothing compared to us for we are men and they aren't.

**Daniel Lovell,
Petersfield.**

We do have Daniel's full address if anybody wants it...

AND THE WINNER IS...

Dear The One,

As times are hard, I have had to cut down on the amount I spend on Amiga mags per month. At the moment I buy five, so I set about finding which mags were the best, and yours came out tops (of course - Ed.), with CU Amiga second and Amiga Format third.

Your big plus points are your coverdisks, previews and reviews - your rivals don't stand a chance. From now on it's only The One for me (and maybe CU if I'm pushed!)

Please keep two disks or maybe three, but never make the mistake of going down to one.

**Mark Ambrose,
Poole, Dorset.**

Er, right, er, thanks.

EMULATE! EMULATE!

Dear The One,

Nowadays almost every Public Domain library has a range of emulators for sale, allowing users (if they have the right equipment) to port over previously non-compatible stuff to their own machine.

Some emulators, especially those of 8-bit computers, include some free example software on the disk as well. Isn't this illegal? Surely in the eyes of such an organisation as FAST this is seen as a form of pirated software - albeit from an inferior machine. Or is it just that nobody is bothered about the once all-mighty 8-bit computers any more because there are so few of them around nowadays?

It would be interesting to hear your views on this subject.

**Stuart N. Hardy,
Sheffield.**

It's illegal in every way. Not only is the software copyrighted, so's the computer's ROM, which is normally part and parcel of any emulator. However, I doubt if anyone is really THAT bothered about a now long-extinct computer being emulated - it's not as if Sinclair are going to be losing money due to decreased Speccy sales, is it?

ELITE 2? ELITE POO, MORE LIKE!

Dear The One,

I have just wasted £29.99 of my money on buying Frontier: Elite 2. After taking five years to create, quite frankly I think it is a complete waste of time. It makes me so furious after reading your magazine raving about the game and waiting in anticipation for it to be released, only to be utterly disappointed upon playing it with the crap control system when you are in space.

I just feel like throwing it away. The game is seriously let down by the way you fly through space. The idea of your ship moving in one way whilst you are pointing your nose in a different way hinders the playability so much. Why couldn't Mr Braben keep it like the control system in Elite? In making it so accurate, Mr Braben has totally ruined the playability. Sometimes you end up travelling so fast, that no matter what you do to turn your ship, you still keep going in the same direction.

I loved Elite so much, and to waste my money on what is little more than trash leaves a bitter taste in my mouth. It's things like this that turns people to piracy - paying so much money for something, only to find it totally unplayable. It will be a long time before I part with my hard earned cash on something which is supposed to be a landmark in Amiga gaming.

**Simon Smith,
South Yorkshire.**

Oh dear. How long did you spend playing Frontier, Mr Smith? Five minutes? Ten? If you spent a little more time with it you'd find it's not 'totally unplayable' - far from it, in fact. Learn a few basic techniques and you can have some superb dogfights, just as good if not better than those in Elite. Why not try out our tips in last month's issue if you're having trouble. Tsch!

ANOTHER CD32 LETTER

Dear The One,

So the CD32 has arrived. Well, I'd like to express my disbelief at most computer games manufacturers' attitudes. They complain bitterly about piracy, then along comes a new virtually pirate-proof format and they sit on their laurels and wait to see if it sells. If they cared about their future, they should convert all their good games to the CD format NOW.

The games don't need massive upgrading to make use of the CD32's custom chips - I heard a rumour that a good game is based upon good game play! What the CD32 needs are games to make it sell. Sure it will cost them in the

short run, but in the long term we're all better off. Maybe then they won't blame their poor sales on pirates and will be forced to make sure the games are worthy of release and we in turn will be treated to a new generation of games and conversions of great stuff like Day Of The Tentacle will appear.

**Paul Duncan,
Highbury New Park.**

LATE DATE

Dear The One,

I think your magazine is one of the best but I have one minor complaint. In your October issue you reviewed Jurassic Park and you wrote that it was out now. Then in the November issue you reviewed Beneath A Steel Sky - again, out now. "So what?" you might say. Well, I am a member of Special Reserve and when I ordered both games I was told that they're not out yet. Guess when Beneath A Steel Sky is being released - February 1994! Please start getting your dates right.

**A. S. Edon,
Somerset.**

We do try to get our release dates right but the software companies are a law unto themselves, chopping and changing release dates literally overnight.

YET ANOTHER CD32 LETTER

Dear The One,

I have just bought a CD32 and was incredibly please to see that Commodore are advertising it. This should make a lot of people who don't think Amigas are any good realise that they are the best machines around.

I decided to go down to my local Comet and check out what games have been released for it so far - I'd heard that games like D/Generation and Robocod were already out. There was an absolutely huge section dedicated to Sega and Nintendo (why I don't know) but to my shock there was a tiny section dedicated to the brilliant Amiga.

There was a CD-I somewhere else in the store with a golf game which had fully digitised graphics running on it. I couldn't wait to see what they had running on the CD32, but all they had on it was a piece of PD software that had been put on a CD (no offence to PD software, but it just didn't show what the CD32 can do).

Now if I hadn't already bought a CD32 and known what great games were coming out for it, then I would have saved up another £70 and bought a CD-i. The only games they had there for the CD32 were old CDTV titles like Mind Run and Asterix. They didn't have anything written

down about the CD32 like that it's the first 32-bit CD-based console, etc. They didn't even have the price there.

Commodore must know that this would be turning people away from the Rolls Royce of a CD32 to the Skoda of a CD-i. Surely Commodore should put their foot down or they'll be losing money?

**Robert Wilson,
Coventry.**

P.S. When's Mortal Kombat coming out on CD32?

P.P.S. Any chance of a photo of Jenny?

That's not really Commodore's fault - after all, it's up to Comet what they push in their shop. As CD32 sales increase and more CD32 software becomes available, you should see a turn around.

THE OLIGATORY PIRACY LETTER

Dear The One,

I am a games pirate (boo! hiss!). I am ashamed of the fact, but do it anyway. The reason for this is that I just can't afford the price these games are sold at. I buy budget games and am going to buy Stardust because it is £17, but £26 is too much.

I believe the pirating problem is in a vicious circle as I know I would buy games, not pirate them, if they were £17. Because of piracy, the games have to be sold at £26, and because the games are £26, the games have to be pirated... and on... and on.

I feel I could justify myself. I pirate games and think 'This is really good, I'll buy their next game', but if I don't pirate the games I don't get to see the games at all and lose out. My reason for pirating does no harm to the software firms as they wouldn't receive any money from me whether I pirated the games or not.

There are some who could afford to buy the games yet still pirate, and I think they are the gits who are destroying the software industry not me. I know I'll be hissed off when my first two games come on the market in the next year (I'm not going to tell you what they are, because you'll just slag them off when they come out) but that's life and it would be all I deserve.

**Mr X,
Xmoor.**

Yeah, he's right you know. Those are the exact same reasons I'm going to nick a brand new Porsche. After all, if they cost £200 I'd buy one, but I just can't afford the price they're asking. And if I don't nick one, how would I be able to find out how good they are and see whether their next model is worth buying or not?



WIN!

EVERY HIT SQUAD GAME EVER RELEASED!

PLUS!
EVERY
OCEAN
GAME
RELEASED
DURING
1994!

Hic! Blimey, we've positively overdosed on festive cheer this year. We've teamed up with our great mates up at Ocean to offer what has to be one of the best prizes an Amiga games player could ever wish for. It seems that dreams really do come true at Christmas!

Yes, contained within the next three pages is your chance to win EVERY Hit Squad game EVER released (worth over £800!!!). And that's not all. The lucky winner will also be able to claim a free copy of every full-price game Ocean release

over the next twelve months, and when you consider that that's going to include such delights as TFX, Odyssey, Mr Nutz, Ryder Cup, along with a whole host of others (some of which are big name licences, but we're not allowed to say anything about them at the moment) then you can see that this really is a prize worth winning.

Obviously a prize like this deserves to be awarded to an extra special person - someone who can prove they are worthy of such a top freebie. So we've devised what must surely rank as one of the

toughest quizzes ever. Just fill in the entry form on page 26 (or a photocopy, if you don't want to tear up your magazine) and send it to Bumper Festive Compo, The One, 30-32 Farringdon Lane, London EC1R 3AU. Don't worry if the questions appear to be too tough - if anyone gets more than 50% correct I'll eat my socks. Or I'll get Matt to, at least. The closing date is 21st February 1994, after which we'll pick one lucky winner who'll be the recipient of the biggest parcel ever.

So eyes down, etc,etc. Prepare for some serious brain taxing.

MATCH THE INTROS

Below you'll find ten intros to ten of this year's reviews. All you have to do is match them up!

ANAGRAM SHENANIGANS

Oh no! Someone's take a number of chart-topping games and rearranged the letters. Sort them out for us, would you?

- (1) A Moan Angers '39 Hip Chimp
- (2) Hack Flabs
- (3) Dice Rocks
- (4) Fore Such An Ice Ant
- (5) Test Reed Risk
- (6) Susie Or Dan Can
- (7) Rain-rat
- (8) ID Her Gnus
- (9) Chime Acre Simon
- (10) Heat Teeth For A Date

- | | | |
|--|---|--|
| <p>(1) Michael Jackson may have been Bad, but certainly not as rubbish as Microids' supposed sports sim. Simon Byron dishes the dirt.</p> <p>(2) All we said was "as much money as you can collect before someone kills you" and with that Matt Broughton sprinted off into the distance, never to be seen again.</p> <p>(3) David Upchurch chomps on a burger and carefully puts the wrapper in the bin in his eco-minded review of Virgin's platform blaster.</p> <p>(4) Hey, have you heard the one about the two gobl(i)ns who, having escaped from one silly, illogical adventure, ended up in another? No? Simon Byron has...</p> <p>(5) David Upchurch visits Iceland, the Azores, Monte Carlo,</p> | <p>Algiers and fabled Atlantis, battles Nazis and saves the world, all in the company of a beautiful woman - and he never had to leave the comfort (?) of the office once...</p> <p>(6) David Upchurch resists the temptation to rehash old jokes about "something big throbbing between his legs" as he reviews the new bike racer from Psygnosis.</p> <p>(7) He's played every football game there is! He's even good at one or two of them! Yes, it's The One's very own Kev Keegan, Mr Matt Broughton!</p> <p>(8) Bruck, bruck, it's Simon Byron using the word 'chicken' twelve times (including this one) as he checks out Mindscape's cute platform game.</p> <p>(9) Cue the big orchestral fanfare, cue the vibrating kettle drums,</p> | <p>cue Simon Byron - Flair's Space Epic has just touched down in the sea of mediocrity.</p> <p>(10) Why is it that worlds in need of saving always have silly names? Matt 'how do you spell this?' Broughton travels to a distant land to tackle Psygnosis' latest RPG-ish offering.</p> <p>(A) Whale's Voyage</p> <p>(B) Indiana Jones and the Fate of Atlantis</p> <p>(C) Goblins 2</p> <p>(D) Prime Mover</p> <p>(E) Mean Arenas</p> <p>(F) Global Gladiators</p> <p>(G) Super Sports Challenge</p> <p>(H) Perihelion</p> <p>(I) European Champions</p> <p>(J) Alfred Chicken</p> |
|--|---|--|



DEMOS, DEMOS, DEMOS



1



2



3



4



5



6



7



8



9



10

Above you'll discover some vastly enlarged screenshots taken from coverdisk demos we've given away

over the year. All you have to do is name each one from the options supplied. Easy, eh?

- (A) Trex Warrior
- (B) Alfred Chicken
- (C) Space Hulk
- (D) Bubba 'N' Stix
- (E) Suburban Commando

- (F) Deep Core
- (G) Psycho Santa
- (H) Doctor Who
- (I) Ishar 2
- (J) Burning Rubber

SPOT THE BLURB

This bit's quite tough. We've hand-picked a selection of magazine quotes printed on the back of five Hit Squad games. All you have to do is match the blurb to the games...

(Even if you don't know, you can still work it out with a bit of common sense)



- (1) "Enjoyable... fun for all the family." Games X
- (2) "Loads of colour and lots of varied pictures make the game visually interesting." C&VG
- (3) "It really is a superb arcade conversion." CU Amiga
- (4) "Classic arcade action garnished with a torrent of gore... addictive as the coin-op." ZZap (Amiga)
- (5) "Definitely worth a play or two, or maybe lots." C&VG (Amiga)

- (A) Trivial Pursuit
- (B) Escape from the Planet of the Robot Monsters
- (C) Pictionary
- (D) NARC
- (E) Puzznic

SPOT THE DIFFERENCE

Hang on - aren't these two Burning Rubber pictures identical? Nope - there are five subtle differences and all you have to do is tell us which squares they're in.

A	B	C	D
E	F	G	H
I	J	K	L

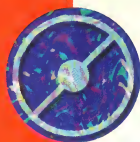


ODD ONE OUT

Name the odd one out from this selection of goodies...

- (1) Gods, Speedball 2, The Chaos Engine, Super Sports Challenge
- (2) Blaster, Deep Core, Fireforce, Abandoned Places 2
- (3) Dropzone, Jimmy White's Whirlwind Snooker, Virus, IK+
- (4) Street Fighter 2, Mortal Kombat, Body Blows, Pit Fighter
- (5) Terminator 2, Predator 2, Predator, Red Heat.
- (6) Batman Returns, Jurassic Park, Lethal Weapon, Hudson Hawk
- (7) Sensible Soccer, Kick Off, Goal!, Kick Off 2
- (8) R-Type, Xenon 2, Project X, Disposable Hero
- (9) Uridium, Rainbow Islands, Fire and Ice, Uridium 2
- (10) Sleepwalker, Zool, Burning Rubber, European Champions.





WHICH OCEAN GAME?

Just answer the bleedin' questions!

- (1) In which Ocean game did you play a dog called Ralph?
- (2) Which Ocean game was a conversion of a film starring Robin Williams?
- (3) For which Ocean game did the Utah Saints provide the intro music?
- (4) Which Ocean movie licence was created by DID?
- (5) Which Ocean game was a conversion of a film starring Bruce Willis?
- (6) Which Ocean game was the sequel to Rainbow Islands?
- (7) Which Ocean game was a licence of a Sam Raimi film?
- (8) Which Ocean game was a licence of a Tim Burton film?
- (9) Which Ocean game was a licence of a prehistoric Stephen Spielberg film?
- (10) Which two Ocean games were licences of Paul Verhoeven film?

THE ONE FUN

Here are fifteen The One-related questions from the past year. Just give the correct answer to each and you'll be laughing.

- (1) Leeds United Champions! scored 18% overall in our January issue. But what was unusual about its percentage for sound?
- (2) Who wrote January's Psycho Santa coverdisk for us?
- (3) Who, in the February issue, said, "If the Amiga was to die tomorrow, then the industry would have a big problem"?
- (4) We previewed FA Premier League Football way back in February, but since then the game has had a change of name. What has it been changed to?
- (5) The One bid a sad farewell to a team member in March. Who was it?
- (6) Why was Crystal Kingdoms Dizzy different to the other Dizzy games it followed?
- (7) What comic-book character was featured on April's cover?
- (8) What was the first word of David's Superfrog Verdict?
- (9) Name the oh-so-lovely new staff member who popped up in the Reviews Intro page for the first time in June?
- (10) Who drew the Jurassic Park artwork for the July issue?
- (11) Yet another new staff member appeared in July. But who?
- (12) What complete game from Thalion did we give away in August?
- (13) What new Amiga was unveiled by diddy David Upchurch in August?
- (14) Which Big Breakfast star co-hosted September's CD32 launch?
- (15) Which game scored the highest in October: Blastar or Disposable Hero?

ENTRY FORM

Stick your answers on this (or a photocopy) and send it to: Bumper Festive Compo, The One, 30-32 Farringdon Lane, London EC1R 3AU. The closing date is 21st February 1994, after which we'll pick one lucky person who'll win every Hit Squad game ever released, along with every full-price Ocean game released during 1994 (please state which format). If no-one gets all the answers right then the winner will be the person to correctly answer the most questions. In the event of two or more readers correctly answering the same number of questions, the winner will be selected randomly. The Editor's decision is final and no correspondence will be entered into. There is no cash alternative to the prize.

ANAGRAM SHENANIGANS

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WHICH OCEAN GAME?

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MATCH THE INTROS

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SPOT THE DIFFERENCE

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SPOT THE BLURB

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THE ONE FUN

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Name

Address

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Post Code

Machine Owned (Tick)

A500 A1200 CD32

☐ ☐ ☐



SPAIN	
BARCELONA	
TOT TIME	0:13:42
LAP	9
BEST LAP	0:00:00
GR.	2

SAN MARINO	
IMOLA	
TOT TIME	0:23:44
LAP	2
BEST LAP	0:00:00
GR.	2

NOW AVAILABLE ON AMIGA & ATARI ST

**"The best, the fastest,
the smoothest racing
game ever..."**

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Fuji Television
Network Inc.



DOMARK
Champions of Sport

® "Sega" and "Mega Drive" are trademarks of
Sega Enterprises, Ltd.
F1: An Official Product of the FIA
Formula One World Championship.
Licensed by FOCA to Fuji Television Network Inc.
Programmed by Lankhor.
Copyright 1993 Domark Group Ltd.
This game relates to the 1993 Formula 1 season.
Published by Domark Software Ltd., Ferry House,
51-57 Lacy Road, Putney, London SW15 1PR, England.



BUBBA STIX



Available on Amiga (1 meg only)

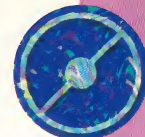
Our goofy hero and his friend - an intelligent alien stick - have crash landed on a weird planet after being captured by an alien spacecraft. In order to get back to Earth, Bubba must use his stick in a variety of different ways to solve puzzles, overcome adversaries and foil the comedic attempts of his kidnapper to recapture him in this horizontally scrolling puzzle.

CORE
DESIGN LIMITED



Screen shots taken from Amiga version

Core Design Limited, Tradewinds House, 69-71A Ashbourne Road, Derby DE22 3FS. Tel: (0332) 297797 Fax: (0332) 381511



HOW WAS IT FOR YOU?

Yeah, yeah, yeah... we've read tons and tons about what the CD32 can do, but what's it like to program on? Obviously the best people to ask are Tony Crowther ('Ratt'), Ross Goodley ('Wyvern') and Tony Lazzerini ('Tony'), the team behind the immensely excellent Liberation. Simon Byron has a quick chat...

So then, Liberation team, you're the first programmers to write a CD32-specific game. What were your original thoughts on the CD32 and have these changed now that you've had hands-on experience with it?

RATT: The first CD32 we had was an open circuit board nailed to a piece of wood! The new black box looks nicer... but it looks cheap. Well, it is cheap. The machine itself is missing a floppy drive - the 1K internal non-volatile RAM is a pretty lousy substitute, especially for a role-playing game. I was pleased to see the byte-per-pixel chip, but we didn't use it as the project was well under way before we were informed about it.

WYVERN: I was really quite excited about it, I must admit, and even having been driven mad by it I still think it's a damn good machine. On balance I think I'd probably have been less enthusiastic if I'd had any idea of just how much WORK it is to fill 600-odd Megabytes, but that's just 'cause I'm idle - no reflection on the machine.

Why did you originally decide to change Liberation's primary format from the standard Amiga to CD32?

WYVERN: One day Mindscape turned up with the world's first electronic firewood, the non-disclosure agreement from hell, and an interesting story about lots of storage. And like the idiots we are we fell for it.

RATT: Had I known what was involved in CD development beforehand I might have said no when it was suggested we develop Liberation for it. Developing a 300 meg game on a 100 meg hard drive was a slog, and modeming 10 megs at a time was a joke. But it was exactly the right game to be translated to a CD-based machine.

TONY: This my second CD32 project, so I already knew what it was capable of. Basically, I think CD is the way all games will go, with loads of gameplay, speech, masses of graphics and PROPER music. We were just the first!



(Above) Ladies and gentlemen, please welcome... Mr Tony Crowther, one of the Liberation team.

How much development time did this add to the game?

RATT: Lots! The animations needed a CD32 16-bit 44KHz stereo soundtrack, with mixed sound effects and speech. The wall-sets had to be drawn and the speech had to be sampled. The save game had to be packed into 1K somehow. We had to develop a control system for the joypad - this probably took the longest to do. That's just the functions, we then had the problem of writing the code to do all of the above.

WYVERN: Yup, the joypad game controller alone has added months to the development time, and probably subtracted months from my life expectancy. A mouse, a mouse, my kingdom for a mouse.

TONY: And that's just the computer side of it. We had to compose over 30 minutes of full orchestral score. I think Mark Knight did a brilliant job - best game music ever in my opinion. Because it's on CD (and will work in a normal CD player) the quality had to be full studio, so we recorded and mixed the whole thing in a professional studio.

Then there was the script. Kim Blake wrote more than you get in three full-length movies!

And she got the mood just right. We used professional actors for the voices, but even so it took about 10 hours to record a single character. That got it as far as DAT tape, but then it had to be sampled into the Amiga. Each character ended up taking nearly 10 days and over a thousand sample files.

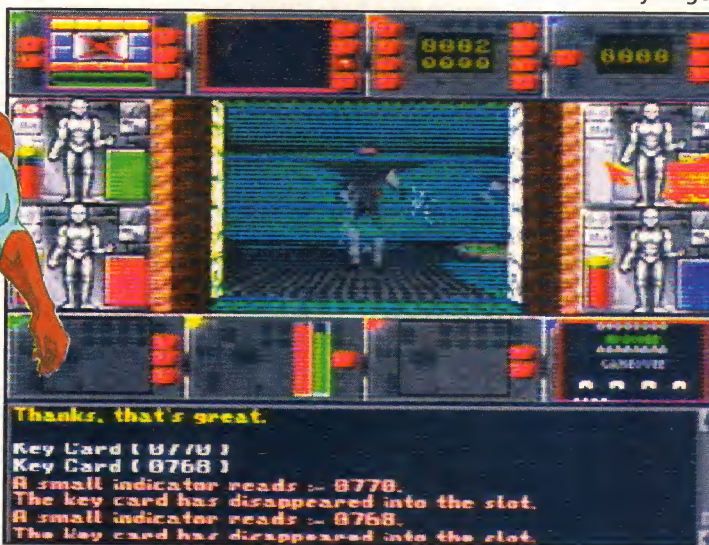
Then there were the 4000 levels to design ...

Do you think that moving to the CD32 has resulted in a better game?

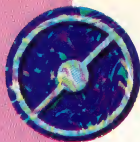
RATT: No doubt in my mind, it would have to

have been on 300+ floppies to achieve the same results. Also, it's faster than the A500.

TONY: Absolutely. This game sets the stan-



(Above) Liberation, the first game to make full use of the CD32's capabilities.
(Left) Captain Planet, one of Tony's earlier games.



ONE ON ONE

dard against which future games will have to measure up. Once the public gets used to hearing characters speak and listening to real music, they won't want to go back. Although some people argue CD games should be cheaper (because they are cheaper to replicate), the public is getting a much better piece of entertainment than a console or floppy game. I think CD games are loads better value than console games.

Do you think you've used the machine to its full?

RATT: Well, we have about 100K of memory free. We use the AA chip set for speed and extra colours. We use the CD drive for storage and 16-bit audio. I think we are the first programmers to have a ten-minute anim with non-stop 16-bit audio running at the same time.

We didn't use the double-speed drive because the only place it works reliably is at the edge of the disc. But the data track has to come first, so if we had padded it to the end of the disc there wouldn't have been any 16-bit audio.

So yes, I think we've used it to its full.

WYVERN: It's working its little wosnames off in there. We have more polygons in one object than some games have on-screen, for example. I'm interested in the byte-per-pixel chip, though. Using that could make life both easier and prettier. Next time...

TONY: Well, we wanted more speech, more music, more graphics, more monsters, more sound effects, more level, but the disc is to all intents and purposes full. So, yes, I guess we did.

How does writing a game for the CD32 differ from writing for, say, the A1200 or the A500 and A600? Did you find it hard adapting to the CD32?

RATT: In essence the CD32 is an A1200 with a CD drive, or an A500 plus an AA chipset, so as a machine goes we knew it before we saw it. The big difference is its disk storage capability. Too bloody much if you ask me. But with what would have been a 300+ floppy game it sure saves on disk swapping. We had to use much more man power for the extra things like speech, sound mixing and graphics - the artist began to hate me near the end of the project with all the work we loaded onto him.

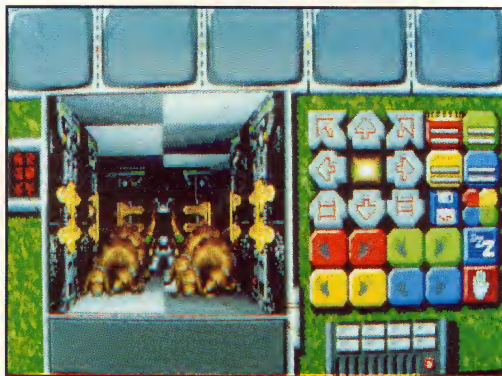
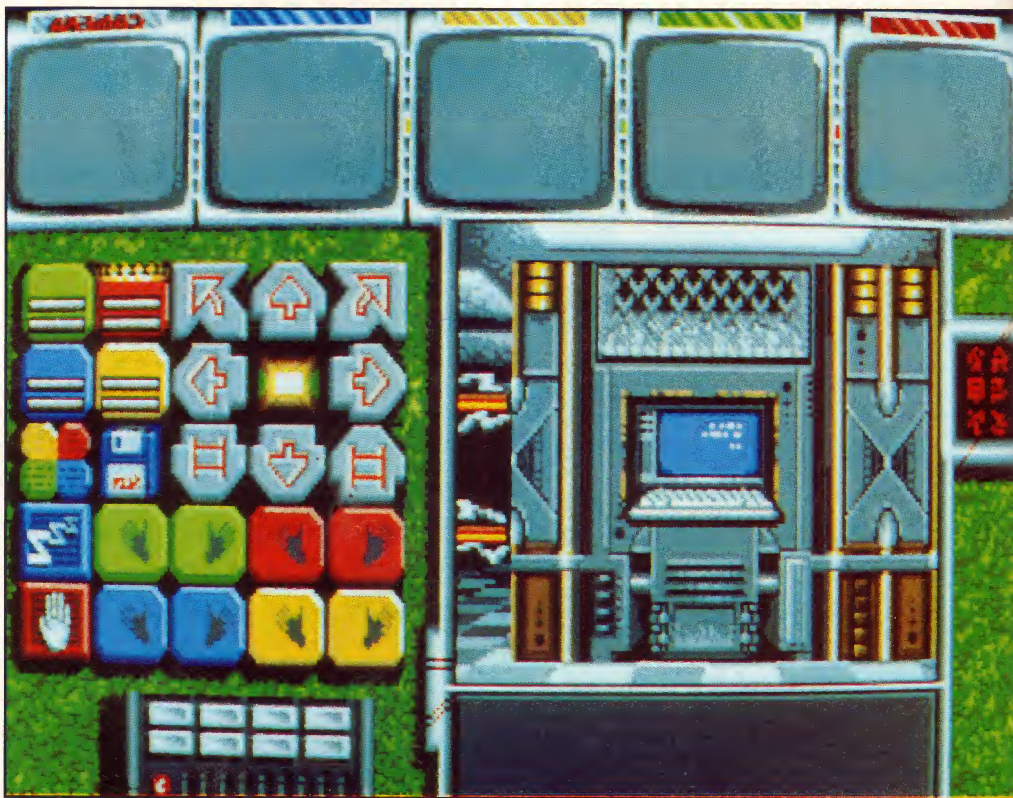
WYVERN: What we have here is an A1200 with enormous storage. Nine hours of speech requires perhaps ten times that long to sample, and as long again to check. And 70+ wall sets might have been something of a bind if we hadn't pulled all the others onto the project.

TONY: You need a much bigger team if you are going to get serious with CD. Game development is edging towards Hollywood, with the same sort of teams (and wouldn't it be nice if we had the same sort of budgets, Mindscape!).

If you could change anything about the CD32, what would it be?

RATT: More non-volatile Ram! It's a shame it's a 68020 - they could have used a 30 or 40 - but I do see the logic in cost saving. All in all it's not a bad machine.

WYVERN: Yeah, if they'd put a K30 or K40 in it [what? - Everybody] I'd have sold my granny for one, as it is it's only worth a cousin or two.



(Above and left) The original Captive, forerunner to the ground-breaking Liberation. In those days we didn't have smooth-scrolling scenery and CD-quality sound. Oh no, we had to make our own entertainment...

Do you consider the game to be strong enough to entice Amiga owners to upgrade to the CD32?

RATT: I've no idea on how well it will sell, although I do hope enough to get some royalties. I think the game is what most people would want to see from a CD machine and this gives you the lot.

WYVERN: I'd like to think it will sell well, but we'll have to see. Sometimes things just don't catch the imagination of the buying public, no matter how good they are. I'm quietly confident, but keeping my fingers crossed.

TONY: We've had great reviews so far - the best yet for a CD title. You'd better hope your Dad doesn't get you a Sega CD for Christmas.

TONY: Agreed, but for me the whole thing looks crud - Commodore must have sweated nights to get it to look so tacky.

Did Commodore give you any assistance during development?

RATT: They did try, God bless 'em, but they were as lost as I. Much of the help came from some demo material and we just hacked through it. They did come up trumps once I had already solved the problems, at least.

WYVERN: Yeah, I think they did their best, but some of the new system libraries have been an awful lot of trouble. I don't like having to rely on other people's code at the best of times and some of this stuff was pretty flaky at first.

TONY: The manual is great for the smallest room!

So what's next for you? Liberation: Captive 3 perhaps?

RATT: Christmas and beer and a break from a two-and-a-half year project. There are rumours, but nothing concrete. Except the beer.

WYVERN: Yeah, a bit of a break. We've been working our little butts off on this one and the strain is beginning to show.

TONY: Something with MPEG and a proper game, I hope...

RATT'S NOTE TO CD PRODUCERS

"Release all good titles on CD - as there is insufficient software base to make it a top-selling machine - and with a price lower, if not the same as, floppies. A three-disk game costs about the same as a CD to produce, plus it has the added attraction of no disk swapping and piracy is at a minimum. Also, magazines stop downgrading games because they're the same as the A1200 as this calls for the need for all games to be specially written with more and more features, causing higher prices and fewer products."

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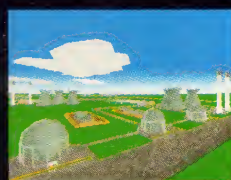


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CAUTION!

WORK IN PROGRESS

Jeff couldn't take any more. Looking down from the ledge, everything seemed so clear - one simple act of gravity and it would all be over. Jeff dropped his last cigarette and watched as it tumbled away, taking forever to reach the concrete below - he would have no such problem. Suddenly a man emerged from a window just metres from where he stood. "Don't try to stop me" Jeff called, moving closer to the edge. "I won't" replied the stranger, "I just want you to look at this." A small package slid toward Jeff, who opened it cautiously. His eyes widened "My God," he mumbled climbing back into the building, "and to think I nearly missed this". Back at the station the police congratulated the stranger on saving the man's life "Don't thank me" he replied, "It was all down to this month's Work In Progress". And of, course, it was.



HEIMDALL 2 (PART 2 OF 3)32

Fairly predictably, Simon Byron brings you part two of our three part exclusive and quite literally huge WIP on the sequel that David Upchurch is already describing as "Heimdall 2, isn't it?". Wow.

UNIVERSE36

Simon Byron is a hardy gent, and no mistaking, but where would he be without his best adventuring trousers. Core's follow up to the ever popular Curse Of Enchantia gives him the perfect opportunity to dust his pants down and have a butcher's.

COOL SPOT38

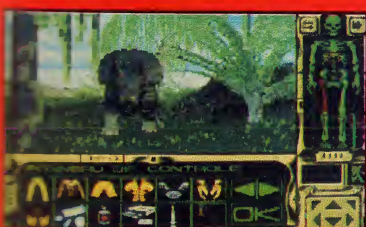
Having seen Matt Broughton, you can probably imagine how happy he is at the thought of spots being cool - he now has the 'coolest' face in the history of journalism. When he's not being confused though, you'll find him with Virgin's Mega Drive conversion.

DENNIS AND GNASHER40

Matt Broughton is the sort of bloke who disappears down the comic shop, wastes £10 and then explains that Captain America is 'adult literature'. Thus he's the perfect person to take a look at Alternative's new licence.

NAUGHTY ONES ROBINSON'S REQUIEM DARK BLADE SHERLOCK NESS.....45

Matt Broughton returns and takes a good look at four more mini WIPs.





WORK IN PROGRESS

VIKING HELL!

PART
2

Eyes down, look in - it's time for part two of our **EXCLUSIVE** look at Core's already fab-looking adventure thingy. Hurry along now - Simon Byron's waiting for you.

THE STORY SO FAR...

Ged, Jerr and Dave are working on the sequel to Heimdall. Simon has decided to do a three-part running commentary of the development of the game. Jerr's dogs almost gave the dashing young journo a sex change when he arrived at Heimdall 2's HQ for the first time. Bobby isn't really dead - instead, he's re-emerged as Dave's long-lost half-sister's daughter. Ged is plotting to shoot Jerr, even though Jerr's been shot before. Apparently it's got something to do with the ratings for this series. What will happen next? And does anybody care?

You really would not believe how far Heimdall 2 has come since our last sneaky peak. Instead of looking like a series of unrelated screens with not a lot going on in them, it's now showing a 'great deal of promise', as my Headmaster used to say (I think you'll find that was 'Git' actually - Matt.). But before we get down to the nitty gritty, let's ask Ged how his month has been.

"It's been one of those months where you think you've done a lot but hardly any of it is noticeable. We've added to the game engine so that most of it's in there, apart from a few of the combat routines - some enemies run around randomly at the moment, but that will all change. Now we'll turn our attentions to the room-specific stuff such as the individual puzzles and quests.

"As you program a game, you discover little bits of code you can write which will help you in the long run. You often spend time writing more background bits than brand new bits of codes but I think we've now reached the stage where the majority of the final game engine is written and waiting to be tweaked."

Heimdall's world is now almost fully operational. The background animations have all been implemented; doors swing open and computer-controlled characters go about their daily business, that kind of thing. What's impressive about these incidental animations is their smoothness - you'll not find any jerky movements here, mate.

"There aren't that many frames making up the background animations," admits Jerr, "but because the game is running so fast it gives the impression that there are, as well as making everything move smoothly."

You can now chat to most of the in-game characters via a handy conversation system. Whenever you bump into someone, anything interesting they think you should know is displayed on-screen so you can digest what they've got to say and gain additional information which should help you complete your various mini-quests.

"The reason we've got the text appearing on-screen is so we can have the characters animating at the same time, as if they're talking to you," confides Ged, "The problem here is that because I'm having to display the text, the background and the animations at the same time, it's

using a lot of processor time. I've had to optimise things so that it all wouldn't slow down when there's a lot of things on-screen."

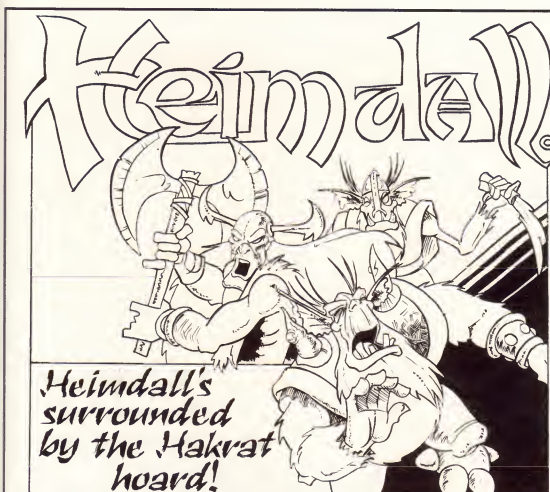
"But it's been worth the aggro," explains Jerr, "because in the first game you'd wander around just showing people items and not having proper conversations with them.



The graphics dotted around the page are taken from the A1200 version, drawn in 256 colours.

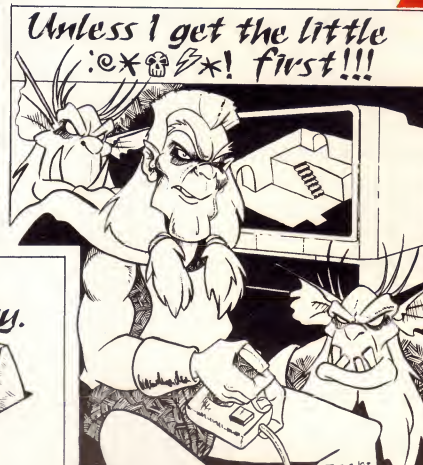


Although the most of enemies have been placed on-screen, their logic still isn't fully implemented so the Hakrat stood at the top of the stairs, er, stands at the top of the stairs most of the time. This will change, though.



But he knows that safety is a flick of the...

...switch away.



PROJECT: Heimdall 2

PUBLISHER: Core Design

DEVELOPER: The 8th Day: Ged Keaveney (programming);

Jerr O'Carroll (graphics); Dave Keogh (additional game design);

Martin Iveson (music)

INITIATED: April 1993

RELEASE: Easter 1994

If they had anything interesting to say then you'd get a parchment saying something like 'Find object X. Return it here' which was a bit crap, basically. Now there's more humour and character.

"I'm not sure how many lines of text there are within the game. We wrote the story and roughly scripted what each character would say during the initial game design but what we've found now is that as we continue writing and developing sub-plots, we need to adjust the conversations so it's very much an on-going process.

"We're going to make it so that when you return to someone they'll remember you, so you won't go back to someone only to find them saying 'who are you?' or something. That way it's far more realistic and should add to the game's continuity."

Designing the locations hasn't been that much of a problem, but the team have had to adhere to strict guidelines, as Jerr begins to explain.

"At the very beginning of the game, Ged and Dave would come up with an idea for a room and pass their ideas onto me. Then we'd continually fax each other with new ideas until we came to what would then become the finished location."

"Because of the Amiga's memory restrictions we have to design all the maps using blocks, which is a real

pain because you could do a lot more if you could draw the locations as a single screen," reckons Ged. "The reason for using blocks is that you can save memory by repeating them. Each block is sixteen pixels by sixteen pixels..."

"It's been one of those months where you think you've done a lot but hardly any of it is noticeable."

Ged Keaveney, Heimdall 2 co-creator.

"...The trick is trying to draw them in such a way that they don't repeat too often," interjects Jerr.

Undeterred by Jerr's interruptions, Ged continues: "Jerr builds up a block file for the whole island, which is basically a DPaint screen full of individual 'jigsaw' pieces. I then take this file and instruct the program to place certain blocks here, other blocks there, until I've rebuilt the original background. It's time-consuming, but the memory you save at the end of the day more than makes up for this.

"I can't wait until we're able to write games for the CD-based machines because we'll have so much more freedom. We'll be able to create massive backgrounds stored as a single screen and not have to adhere to the strict rules that go with manipulating blocks."

"I was originally designing all the backgrounds on the PC and then reducing the colours using a piece of software," remarks Jerr, once again preventing Ged from getting all the attention, "but that ended up looking a bit ragged. Now I do the reverse: draw the backgrounds on



(Above) All the locations have been designed using a number of pieced-together blocks, although you wouldn't realise it, would you?



The adventure will take you to many places and as you can see from these shots, many will have different levels.

the Amiga and then add colours for the PC version. This will be another advantage of the CD machines - we'll be able to use the same amount of colours for almost every format."

The team work from the respective houses and meet up at least once a week to discuss the game's progress. "There isn't that much point in us all being crammed into one room," thinks Ged, "we continually phone each other if there are any problems and even if we were in the same location, if one of us has a problem then there isn't much the others can do about it because our jobs are completely different. I wouldn't be much use to Jerr is he was having difficulties with some sprite screens. I'm crap at drawing and Jerr's crap at programming."

As we've all gathered, the original game was flat and this one, er, isn't, so Ged had to create a new programming routine to incorporate this aspect of the game. But because he's so talented (well, so he reckons anyway), it wasn't that much of a problem.

"It wasn't actually that bad. There are a number of hidden lines stored within each location that tell the program



WORK IN PROGRESS

exactly where all the walls and background objects are so that when Heimdall is trying to walk through an obstruction it prevents him from continuing in that direction. There are also a number of lines which tell the program to initiate the 'going up stairs' routine and Heimdall reaches one of these then he'll move up a level. So it looks as if he's moving up the stairs but actually the sprite is just being shifted around the screen."

It seems as if no problem is too great or insurmountable for the Heimdall 2 team, which is mainly thanks to their experiences with the first game.

"We know more this time," enthuses Ged. "Last time we came up with brilliant gameplay ideas but when it came to writing them we found we were a little too optimistic - it was down to experience, really. Heimdall 2 has gone a lot smoother but there's been a heavier workload because we're trying to put a lot more into it.

"The hardest part so far has been writing the artificial intelligence for the baddies. We've given individual characters any one of a number of 'personalities'. People will be passive



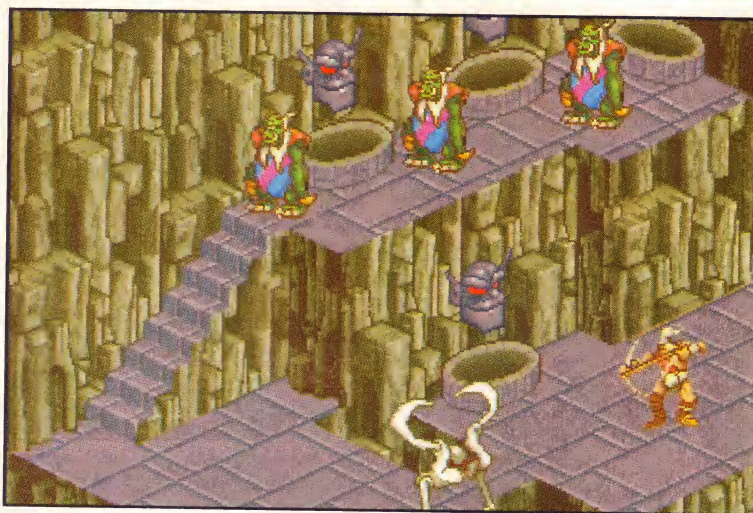
Although there's nothing going on here, I expect that this is a very important part of Heimdall's quest.



One of the exits from this room ends in instant death if you attempt to leave through it.



For no apparent reason whatsoever, Heimdall decides that it would be a good idea to stand on top of a wooden platform. He's crazy, he really is.



(Above) I'm not implying anything here, but have you noticed that Jerr always draws his women with prominent chests? If this is what the ladies he knows look like then I must remember to start hanging around with him.

(Left) Heimdall readies himself for the trio of Hakrats who will shortly be attacking him.

NEXT MONTH

Boo hoo and all that. Yes, next month will see the end of our 3 part Heimdall 2 Work In Progress so we'll be taking a reflective look back on how the project has gone. With any luck, by the time we've finished chatting to the team, the game will be all but finished, with only a few gameplay aspects missing. We might be able to catch a few words with the musician and maybe take a sneaky peek at the packaging. Exciting stuff, eh?

and mind their own business, people can be friendly and helpful, or, of course, they can be openly hostile and violent. But on top of that there are other traits like how far they are prepared to go in a fight before they decide to flee. So by mixing a combination of traits you can create a whole range of different characters.

"Everything Heimdall does in the game's world will alter something later on and whether or not a character responds to that trigger will depend on what kind of person they are. It can get very convoluted and with computer characters having varying degrees of intelligence it may be a hard game to playtest.

"We're going to get some school leavers in to playtest the game. The problem with our own testers is that they can get too close to the game

and may not attempt the things that gamers may try when they're playing. There are loads of things you wouldn't even think of to check."

The next month of development should see a flurry of activity, as Jerr explains: "I'm going to get my hard drive repaired, first of all," he hopes, "it's just gone down, but thankfully everything was backed-up [there's a moral here, kids]. After that I'll start work on the drawings for the manual - we'll be doing a spell book and possibly a comic strip intro - and Ged will be concentrating on getting the combat mode fully operational and tidying up the game-engine so that we can concentrate solely on the room specific stuff."

And you'll be able to read all about it in the next issue of your super £3.95 The One.

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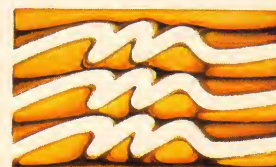
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WORK IN PROGRESS

LIFE, CORE DESIGN AND EVERYTHING EVERY

As a first step into the adventure game world, Core Design's *Curse Of Enchantia* was reasonably well-received. Simon Byron asks the team responsible if their sequel will do somewhat better.



If I ever read a press release that doesn't contain the word 'innovative' I honestly think the world will instantly turn in upon itself and a shining healthy new planet will be born in its place. I'm about to let you, the reader, in on an area of this industry that is never normally seen by outside eyes. I'm going to actually quote a real live press release to you.

"The game [*Universe*] features 3D rendered animations and arcade style sequences as well as an innovative S.P.A.C. 256 colour system which runs on all Amiga formats, including the A500. This system is able to display *Universe's* digitised hand-painted scenes and their detailed, mood-setting background animations to full effect."

So what on earth is S.P.A.C. and how is it going to change the way you look at Amiga graphics for ever? For that we have to go to the programmers of *Universe*, Core's follow-up to *Curse Of Enchantia*, deep in the heart of Derby.

"It's not a sequel to *Enchantia* at all," says Gary Hanchlough, programmer of *Universe*, "other than it's another adventure by Core. The actual storyline has nothing at all to do with *Curse Of Enchantia*. Rolf Moor developed the original storyline ages ago, so he had most of the plot worked out

before we started. Since then it's been like an ongoing process, with changes happening as we go along. If we can't do certain things we'll alter the way the story works to fit in with what we can do."

Although the plot is nothing to do with *Enchantia*, *Universe* does concern itself with a young boy displaced by time. Boris is a chap stranded in the future after messing around with his eccentric uncle George's experiments and inventions (every good lad should have a mad professor for an uncle). The Virtual Dimension Inducer contained the kind of buttons, switches and knobs that inspire fond memories in grown men of those far-off days in the Science Museum as a lad. What boy could resist?

Not Boris, it seems, and so he finds himself spinning through time and space, landing on a barren asteroid in a parallel universe. From there the quest takes him (and, naturally enough, you) into a bitter alien war between the evil tyrant Neiamises and the mysterious Mekalien Empire.

Says Gary: "Rolf did the original plan for the game, but it's all changed quite a bit as we've gone through it. The trouble is, although the game is going to be released on the Amiga and PC, it was developed primarily for PC. So there's been a few problems with doing certain

PROJECT: Universe

PUBLISHER: Core Design

DEVELOPER: In-house: Gary Hanchlough (programming);

Jim Bottomley-Mason (graphics); Stuart Atkinson (graphics);

Rolf Moor (background graphics); Martin Iverson (music).

INITIATED: November 1992

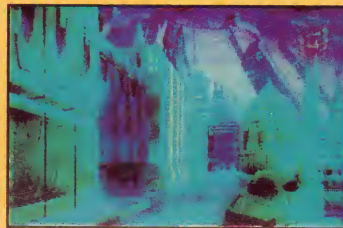
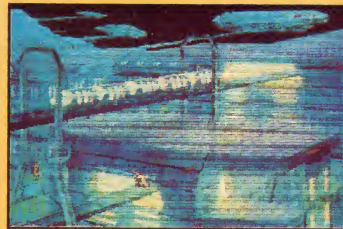
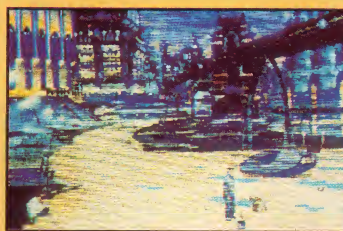
RELEASE: February 1994

things on the Amiga that were easy on the PC. The storyline has had to be changed as it's gone through.

"One of the things that's normal in PC adventures is that all the characters scale as they move 'in' and 'out' of the screen. We've got the main character scaling on the Amiga but

to run the game sufficiently well we can't get all the other characters to.

"In the original storyline you met up with a character who then became your ally and followed you through the game. We had to take him out because we just didn't have the memory to scale both the main



Beautiful, brilliant, dazzling, glittering, gorgeous, magnificent, ravishing, resplendent, splendid, stunning and sumptuous. That's how my thesaurus might describe some of the graphics in *Universe*. Gary describes them like this, "Rolf sketches the background then air-brushes them. We then scan the paintings in on a flatbed scanner on a PC, usually in 640x400 mode so that it's really hi-res. Then we scale it down to 256 colours for the Amiga version, run it through the SPAC converter and! you have a background. Then we get on to the animations for the background and then we do the background sprites. We have to do the backgrounds before we can do the sprites because the background defines the palette that the sprites can use."





NAND

EVERYTHING

LIFE, CORE DESIGN AND EVERYTHING

character and that one on the Amiga. Still, nothing really major has changed as far as the gameplay goes, just a few tweaks to the storyline to make it viable."

Technically Universe does something that's never been seen on a standard Amiga adventure before.

It has up to 256 colours running at one time. "Rolf did the backgrounds on Curse Of Enchantia and had no problems on the PC because he could use 256 colours. But we had to convert it to the Amiga using only 24 colours for the backgrounds plus the eight colours of the main character.

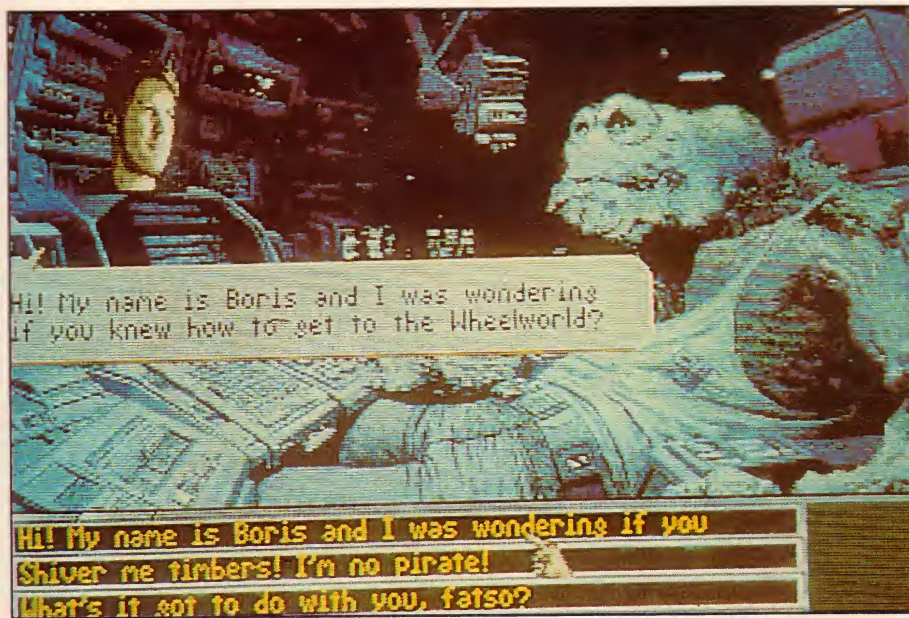
What we've got for Universe is sixteen colours for the main character and up to 256 colours on top of that for the backgrounds. The only problem this causes is that it limits the artists doing the other sprites for each screen. They have to draw them from the set background palette.

There's no way round it."

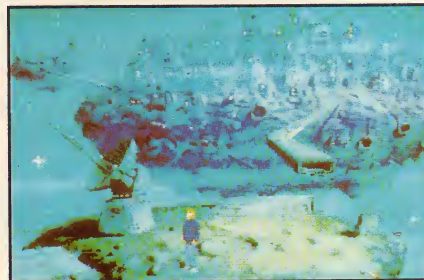
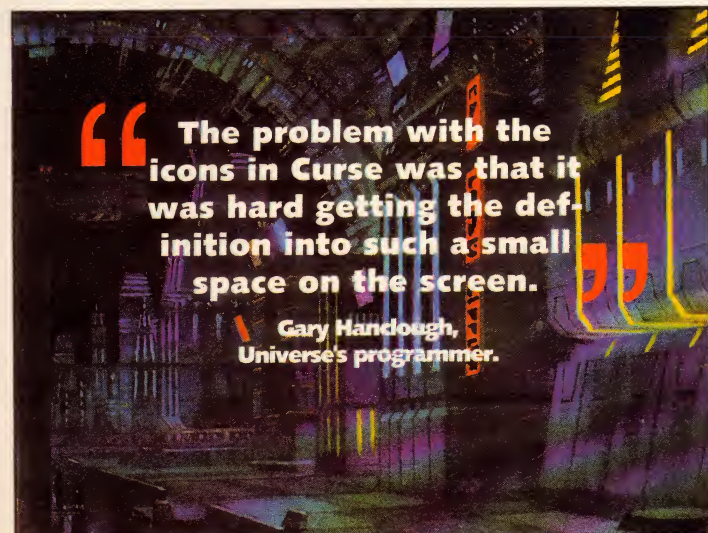
One of the other changes Universe has to offer is the inclusion of on-screen text. One of the biggest criticisms people had of Curse was that there was no text anywhere in the game. Most objects were just a couple of pixels and all conversations were done using icons. None of it felt very real to Gary. "Whereas in Enchantia you might see a coin on a table that had to be picked up and used later on in the game, you wouldn't actually know it was a coin other than the fact that a couple of pixels flashed. Now you can actually go up to the coin, look at it, pick it up and examine what's on it. The problem with the icons in Curse was that it was hard getting the definition into such a small space on the screen. It was difficult to get them to look like the things they were supposed to be."

So, Universe contains over 256 colours on a standard A500. It has an improved interface and a well developed storyline. Also, according to Gary, it will have cinematic music that follows the action on screen, changing according to the situation.

Sounds pretty sumptuous if you ask me. There's still one question that's been unanswered, though. Just what is S.P.A.C.? "Because the Amiga version of Universe has up to 256 colours on screen," explains Gary, "I had to develop a utility that allowed you to do this. The only problem is the Amiga doesn't have 256 shades, so when you take a screen from the PC and convert it to the standard Amiga you lose some of those shades. Our artist kept saying that it kept 'spacing' our pictures, hence it was christened SPAC mode. Rolf did come up with an acronym for it: Super Pre-Adjusted Colour. It was nothing to do with me, though, I just wrote the program." Those programmers, eh?



(Left) Conversations are now possible thanks to the inclusion of text. This also means that objects can be described easier and puzzles can be substantially more challenging - a main fault of the first game. "Rather than you having so many icons to choose from and you knowing that to solve a puzzle one of the other icons goes in there, there are now a lot more puzzles and a lot of different things you can do with them."



(Above) This is where it all starts, on a barren asteroid that somehow supports life. From here it's headfirst into an intergalactic war and bizarre alien landscapes. Notice the main character, Boris. "The main character is digitised," reveals Gary. "We went to a proper professional photographer's studio to digitise the main character. Then we scanned him in, shrunk him down, pushed him about and so on. He is in fact the background artist, Rolf."



WORK IN PROGRESS

SEE SPOT

Fido Dido may be the coolest thing since Walt Disney went into the deep freeze on this side of the Atlantic, but over there the spiky-haired one has been replaced by a red spot with shades. Simon Byron was the only one of us cool enough to check out his exploits on the Amiga.

It's a bit of a sick joke when you think about it. In the good old US of A the lead character from the game Cool Spot is used to advertise the popular fizzy drink 7-Up. Yet what is the key ingredient in the popular teenage malady and anxiety developer that is acne? Junk food such as the aforementioned soda beverage.

Of course, this is a mere bagatelle to the console industry. Of much greater concern than mere teenage angst is the performance of Virgin's Cool Spot. This is not, as you might think, the area of their office that contains the refrigerator, but the rather snazzy platform rompers that has been received with much joy and vigour on the Sega Megadrive.

John Twiddy of Jaguar Software Consultants is no stranger to stylish platform games having been one half of the team that put together the astounding First Samurai (as well as being the man behind the conversion of Global Gladiators - also by the same American programmer, Dave Perry) and it is upon his shoulders that the task of converting has fallen with a staggering thud.

"Mev Dinc and I were doing Vivid Image Design until a year ago and I think the experience of First Samurai took so long that it's quite a refreshing change just to do some conversions," says John.

You don't get a lot of freedom doing straight port-overs though, surely? "Not a tremendous amount. Ultimately it would be quite nice to do certain things in your own certain ways, to leave your own mark on the thing. But at the end of the day Virgin have a game that is nicely tweaked and nicely playable so they feel it's better to stay with what they've got."

In case you're not familiar with the Mega Drive version of Cool Spot (and there's no reason why you should be), let me explain what's going on. Cool is the last of a whole bunch of spots, the rest having been captured



(Left) Seeing as how Cool advertises 7-Up in the States, his weapons take the form of product placement. In this case he fires little balls of carbonated gas at all and sundry.

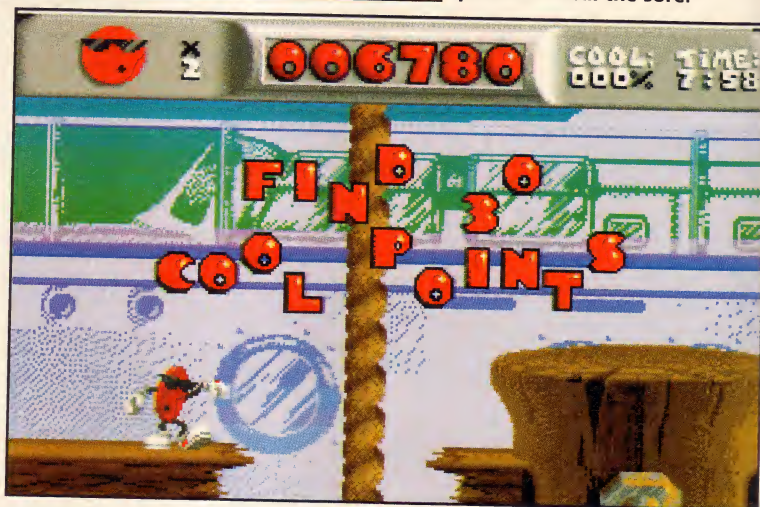
“There are a couple of things that could have been slightly better like the scrolling speed and maybe some of the backgrounds but playability wise it's perfect.”

John Roberts,
Cool Spot's producer.

by the rather oddly-named Wild Wicked Willy Will (no comment), out to prove to a disbelieving world that these tiny creatures exist. Naturally Cool wants his buddies back so, armed only with his gassy bubble things (he advertises 7-Up remember), he must 'battle his way past endless enemies in order to reach each of his buddies at the end of each level', and so on.

Let's face facts, it's another colourful platform game with an implausible plot. Doesn't Twiddy think there's room for something a bit deeper with this genre? "I suppose at the end of the day it is just another platform game," he agrees. "I really think that the Mega Drive version is a really nice platform game though. It's just such a cute character."

The task of moving a game from a console to computer isn't an easy



An agile chap, Cool doesn't just jump from one part of the screen to the other - that wouldn't be nearly stylish enough. If you push up while walking, Cool takes off into a triple forward somersault, landing with grace, style, poise and in the jaws of a waiting villain usually.



The animation in Cool Spot is superb, with every part of Cool's body being used to perform each of his actions. When he jumps, he jumps with gusto. When he walks, he walks with a bounce. When he dies, he dies with the kind of relish not seen outside of Hollywood.



TRUN

PROJECT: Cool Spot

PUBLISHER: Virgin Interactive

DEVELOPER: Jaguar Software Consultants: John Twiddy (programming); Teoman Irmak (graphics); Andrew Barnabus (music).

INITIATED: June 1993

RELEASE: December 1993

one. Especially when, like Twiddy, you're constantly being moved yourself from one project to another. John Roberts, Cool Spot's Producer at Virgin, explains: "Originally John was converting Cool Spot directly from the Mega Drive, but he got moved over to do Aladdin instead. However we didn't actually have the contract to do Aladdin at that point and since it didn't look like we'd get it all ready before Christmas, John was moved back on to doing Cool Spot and asked to get it out before Christmas."

Despite all these moving violations, both Twiddy and Virgin are more than pleased with the results. "We're extremely happy," exclaims Roberts. "There are a couple of things that could have been slightly better like the scrolling speed and maybe some of the backgrounds but playability wise it's perfect."

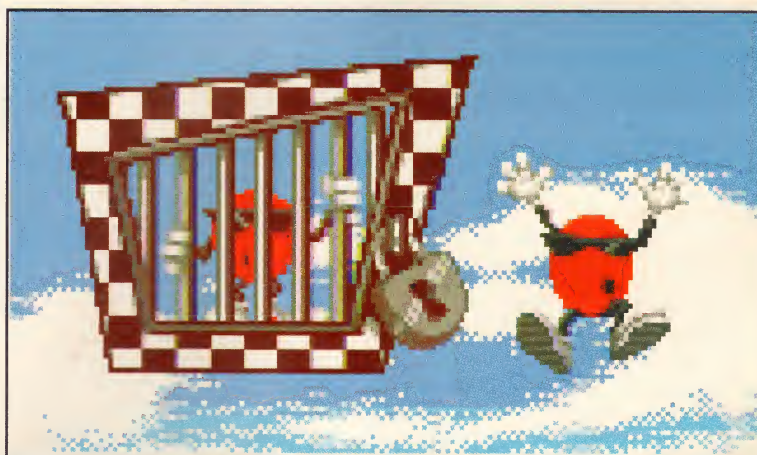
The biggest problem facing Twiddy was the mark down in graphic colours. "Getting the sixty-four colours of the Mega Drive onto the Amiga was the major headache. We've got it as close as possible and there are only a few small differences. Instead of a red plane, for

instance, there'll be a blue plane because of the palette."

The other hurdle was down to the speed differences between the two machines. "On the Megadrive," he explains, "it runs at fifty frames per second. On the Amiga it's twenty-five, essentially half the speed. One area where I tried to improve this, which was also a part of the original game that I found very frustrating, was the speed of the main character. I found he didn't speed up fast enough when walking so I changed it slightly there." The result of this is that although the screen itself doesn't move as fast as the Mega Drive version, the main character is actually slightly quicker and the two compensate for each other.

Of course, accurate graphics and speed-up tricks be damned. Cool Spot's main selling point is the potential charm of its central character. Already a cultural icon in America (a task which it would seem requires nothing more than the ability to appear on TV for ten minutes), it's debatable whether he'll be able to achieve the same kind of appeal over here.

Virgin PR man Doug Johns seems



(Above) As with all good platform games, the central character has a variety of (Above) 'boredom' routines. In Cool's case these take the form of cleaning his glasses, clicking his fingers, yawning with his entire body and performing all manner of tricks with his yo-yo.

(Below) Just to hammer home that Beach Bum/Rad/Ultra-Cool/Surfer Boy image that the programmers insisted on inflicting the poor chap with, Cool starts the game by surfing atop a 7-Up bottle. It's not a patch on the Pepsi Max Dudes advert though.



(Above) The crabs are the easiest of Cool's enemies, rooted as they are to a single place. Other, more vicious nemeses include spiders, cheese-throwing mice, wasps, frogs and robot creatures.



to think so. "Because there's been so much press from the Megadrive version - it's had really good reviews and was called a top game, certainly challenging most of the other platform games on the Megadrive (and that's a pretty big genre) - it's now quite well known."

"We had it going round a recent consumer show and we had more kids asking about him than any of our other characters. It seems to be coming in just after Sonic and Mario, obviously, and I've been told that there were more questions asked about Cool Spot than Zool. I think that's because Zool was on the Amiga so long ago and only now is it moving on to the SNES and Megadrive, which is quite a swamped market nowadays."

It's pretty swamped over here too but Virgin are pretty confident that they have a clear winner on their hands. Of course, there's one thing that they should be worried about. Cool or no, kids don't like spots. We'll have to wait and see whether they'll greet this American icon with open arms or whether they'll be reaching for the Clearasil en masse (all these mentions of 7-Up, Clearasil and Pepsi Max - anyone would think I'm getting paid for these subliminal adverts... which of course I am).



WORK IN PROGRESS

GNEXT STOP - GNASHVILLE

PROJECT: Dennis and Gnasher

PUBLISHER: Alternative

DEVELOPER: Absolute Image

INITIATED: July 1993

RELEASE: December 1993

Matt Broughton admits to have been in the Dennis The Menace fan club, so who better to look at the first of Alternative's Beano licences?

As a child, I was a huge fan of comic-book characters (I'm not much better these days to be honest, it's just that nowadays my interest lies with characters who wear tights and fly) and what would you find standing proudly among my badge collection? Yep, my Desperate Dan Pie Eaters Club badge and my Dennis and Gnasher badge (complete with shaggy hair and wobbly eyes). So it was with a nostalgic whiff in my nostrils that I turned my attention to the forthcoming licence from Alternative - Dennis and Gnasher.

Alternative's managing director was very keen to pick up the comic licence for some time, but DC Thompson (Dandy and Beano's publishers), being an old and established company, were wary of 'dabbling' in what to them was a new technology. Alternative soon managed to convince them, though, and now we can expect to see other releases featuring Desperate Dan, The Bash Street Kids and Korky The Cat. But what's Dennis and Gnasher all about

then? Over to Richard Naylor, D&G's project director.

"In the game you play the part of Dennis who lives in Beano Town. The story here is that four of Dennis's friends have gone missing and Dennis has to go around Beano Town menacing various people to get help. Find a character and they can help you with other tasks - for example, once you've got Gnasher, you can control him with a dog whistle and use him to bite his way through areas of the landscape, giving access to other routes in and out of the town."

Alternative aren't just concentrating on Dennis and Gnasher - they've even included the whole of Beano Town, complete with all your favourite characters. "As you can imagine some of them are really weird - it's really surreal this place!" laughs Richard. "There's one particular area you can go where everything is upside-down. It just blows your mind when you get to it - you're thinking 'what the hell is this?' There are castles and spooky

buildings and all the rest of it - you really need to have a look at the Beano to get some idea of it.

"The whole town is actually mapped out and the DC Thompson people have been so pleased with the areas of the town that we've created ourselves, they're actually considering using them as part of the real town in the comic." (At this point Richard realises that he's referring to Beano Town as real and excuses himself for a coffee and a lie down - he's been on this project far too long.)

Sly advertising for the game will come in the form of comic-related plugs and you might just find Dennis playing the game in the real Beano - "Don't interrupt me now Gnasher, I'm playing this stunning game from Alternative with its hundreds of... blah, blah, blah).

Obviously there's no shortage of character ideas, but where did the idea for the game originate from? Richard: "Well, due to the view [i.e.



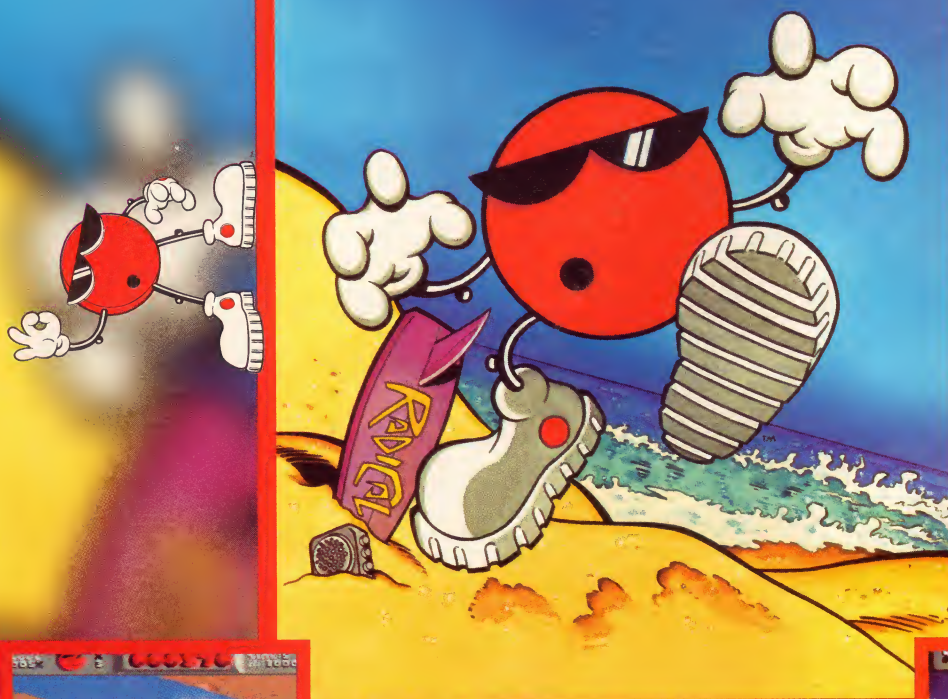
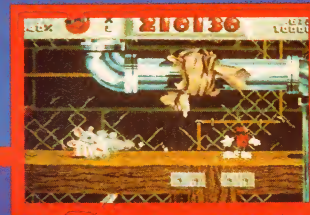
isometric] it's difficult to say because I can't think of recent examples, but go right back in time and there are things like Alien-8, along with others in the same vein. There's a lot of strategy and puzzle-solving throughout the game, most of which take the form of 'find a trampoline, jump up a tree, find another object and use that, etc.'"

The only real programming problem has been cramming it all in, with something like 1500 screens of graphics to be crunched down - but Alternative are confident that they have a winner on the way. "Most of the character licences seem to be platform things, but this one really suits the character. Dennis is just right for this view - wandering round the town, attacking people, firing things, breaking windows - all that sort of thing."

Hmm, not exactly good lessons for the kids, but then again, it could have been worse. It could have been "Street Fighter 2 - the Beano Edition". Frightening.



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Virgin

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ROBINSON'S REQUIEM

Daze

Far in the future, a brave scout officer is sent off on an assignment to reconnoitre an unknown planet. But little does he know that it's a trap, set up by the corrupt government to get rid of this agent who has become, how shall we say, 'a nuisance' to them. No sooner has the scout's ship neared the uncharted world than mysterious forces drag it down to the planet's surface where it tragically crashes.

Fortunately the scout escapes from his ship in the nick of time and now finds himself stranded in the middle of a mysterious jungle, equipped with only a survival kit containing medicine and tools and a micro-computer secured to his chest which keeps him informed of his physiological condition.

The simple aim of Robinson's Requiem, which Daze describe as a 'survival simulation/adventure', is to leave the planet. This takes the player through a novel scenario in which he'll have to confront numerous extra-terrestrials, as well as other 'agents' who, like himself, have been condemned to this strange prison-like world for poking their noses in where they weren't wanted.

If nothing else, Robinson's Requiem promises to be a graphical treat. The game 'universe' is viewed in real-time 3D and boasts such exciting features as texture mapping, lighting according to distance, shade calculations and interpolation of altitudes (whatever that might be, but it sounds good).

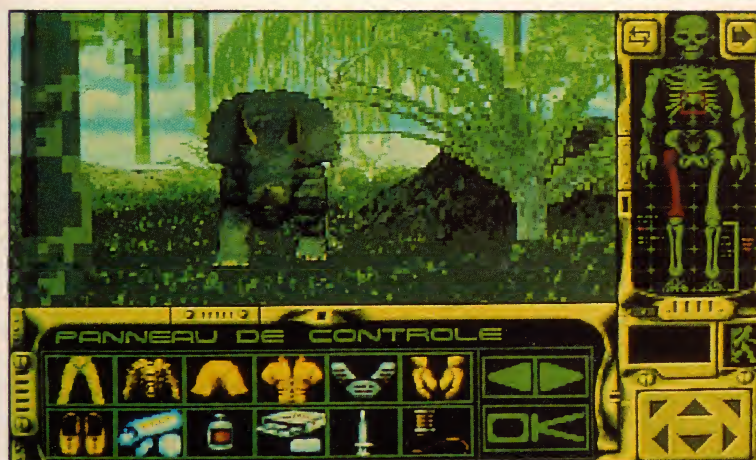
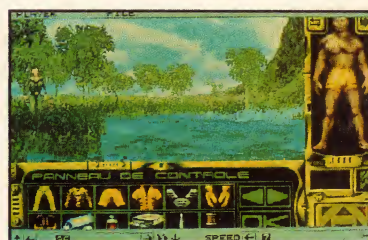
Overall there's something like the equivalent of five square kilometres of map area to explore and ten dif-

ferent scenarios to tackle: Jungle, forest, canyon, creek, extraterrestrial village, underground passages, potholing, lunar volcano, high-tech store and graveyard.

Because this is a 'survival simulation', the characters you meet all serve a purpose rather than just being there to be shot. For instance, the half-prehistoric, half-fantastic hybrid monsters provide meat and hide, while other prisoners can be robbed for their arms (not their actual arms, of course, but their weapons), food and clothing. Other creatures include cyborgs - responsible for protecting and maintaining the planet - and alien tribes - responsible for making you poo yourself.

The game also simulates the human body and its functions, and all the variables are calculated in real time. For example, the fatigue of the player depends on his actions (running, walking, fighting, etc), the weight of his bag, the infections and pains he experiences (illness and wounds), the necessary sleeping time, the outside temperature and the weather (phew!).

I don't recall having ever seen a 'survival sim' before so the game at least promises to be something a bit different. You can rely upon us to give you more as we get it.



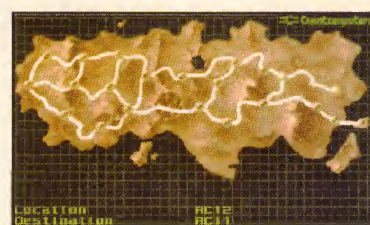
DARK BLADE D.E.X.

Oh, it's very easy to create a mood isn't it? I mean, let's just make it rain all the time, give everything a metallic look, and give all the characters a chiselled, David Bowie kinda look. Oh yes, and then we'll describe it as 'cyberpunk'. Very original.

Blade Runner has got a lot to answer for if you ask me (and I'll act as if you did). If I had a luncheon voucher for every time I've loaded up a game for the first time and been confronted with a blue-black drizzly scene, I'd have enough to feed Upchurch for a week (i.e. a bloody huge amount of vouchers!).

No doubt a glance at the screen-shots and my moaning have already given you the hint that Dark Blade is yet another journey into a 'harsh, post-apocalyptic world where nothing is quite as it once was, and everyone's so drenched with radiation that they have the grace and elegance of a deck chair'. Or something. This does score points for trying to be a bit different, though, as it's a bike racing game with bits of atmosphere chucked in for good measure and - even better - you've got weapons! Yessssss!!

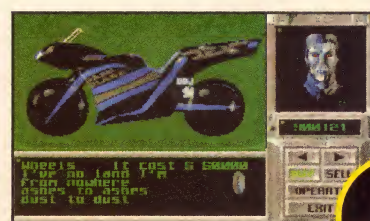
I would like to spend some time talking about the game and its storyline, but due to that fact that the programmers come from some distant country and I have no grasp of their language, I'm afraid to report



that my numerous phone calls have been fairly unproductive. As far as I can understand (and, I hasten to add, this is following a conversation with the programmer Stephano Aquino, whose only words of English are "Yes", "London" and "No"), you must make as much money as you can by competing in a number of races stretching across the continent.

As you race across the blasted lands you'll encounter acid rain, snow, radioactive wind, sand storms and eruptions to name but a few 'natural' hazards, not to mention a number of opponents who can be rammed or shot at with your on-bike weaponry. After each stage, you can enter the various cities and make use of the bars to bet on race results, and visit shops where upgrades can be bought using your hard-earned cash.

The game is flagged as containing features including speech, three levels of parallax and 7.8Mb of graphics. It looks quite nice, but you'll have to wait until I learn a second language for the next report.





NAUGHTY ONES

Kompart



You might recall the European Computer Trade Show report that was featured in the October issue, but one thing Gary Penn failed to report on was the strange phenomenon that is 'Post-ECTS Disk Trauma'. This is a little known condition where members of the industry keep finding mysterious demo disks secreted about their person for months after the event. It's happened to me (and I won't tell you where I found it) but thanks to this phenomenon, I can now tell you all about a little platformer by the name of Naughty Ones.

Kompart's latest entry into the platform arena takes one player or two players simultaneously through five different worlds on a simple, no-frills points-collecting journey - that's right, there's no kidnapped girlfriend to rescue and there are no monsters from hell to defeat. The different worlds each have their own trials and tribulations and consist of ten screens each filled with different point-giving items and bonuses.

The first world is a blue/grey industrial world filled with flying and stomping robots, and you'll need to avoid moving machinery and spitting furnaces to move on to the next level - Crazy Clocks. This world looks much like an old English library, with old clocks and numbers wandering around, throwing things at you. Strange.

The Furious Fire world is, bizarrely enough, on fire as matches and lighters wander around trying to burn down the platforms on the screen. You're equipped with a fire extinguisher and have to



stop the fiends before the whole world burns down.

The domed towers of Moscow provide the back drop for the Red Russians world, where Cossacks, flying hammers and sickles, rotating red stars, birds and tree dolls all take turns at trying to do away with you, and then it's on to the final world - Evil Egypt.

Old King Kefren's pyramid is filled with treasures but it's also filled with mummies, snakes (I hate snakes Jock, I hate 'em), spiders, spiders and spiders. Make it through the pyramid in one piece and you'll have to deal with King Kefren himself in all his lightning-spitting glory. All of the worlds also include bonus screens offering the chance to boost your overall score.

I'm sure it will come as no surprise to learn that icons can be collected that provide the player with extra lives, invisibility, speed-ups, etc, etc, and there are the obligatory end-of-level guardians to be passed.

It might not sound very original or exciting, but it looks very polished and the preview version we played had a certain Bubble Bobble-esque charm, so watch this space.



SHERLOCK NESS AND THE DINOSAUR DETECTIVE AGENCY Alternative

When I was a kid I used to get up extra early on Saturday mornings to make sure that I didn't miss any of the cartoons that were on. As you might imagine, I don't do this any more (well, not often) but, in honesty, cartoons just aren't the same as they once were anyway. Gone are the lovable animal detectives and such, and in their place are huge muscular axe-wielding killer frogs. Or something. Anyway, where's all this leading I hear you ask. Well, it's actually leading to Alternative's new game hero who, funnily enough, is an animal detective - hurrah!

Sherlock Ness is a platform/puzzle game with bits of strategy chucked in for good measure. The game is made up of four separate cases that must be solved in sequence, each one starting in your office with a concerned client outlining the task to be done.

The first part of each case is a platform romp, with various secret tunnels and higher levels for your dino to explore while a number of strange and interesting baddies do their very best to separate you and your supply of lives.

And what do you have to protect yourself with? A camera. Yes, as unlikely as it may sound, you possess a camera with a limited number of

flashes, and can stun anything within range with one exposure, allowing you to nip past. At this point I would like to apologise for not making any chucklesome remarks about 'flashes and exposures', but I really can't be bothered.

As you walk around the platform areas, you'll notice areas of ground that are a different colour to the rest, and if you pull down over these you'll use your dino-skills to burrow into a number of hidden areas just waiting to be explored.

Should you reach the end of that level, you'll confront the perpetrator in a little arcade sequence where you have a limited number of shots to frame the bad guy in a photo - a sort of pacifist's Operation Wolf.

The game is looking quite cute and should be out about now, so keep 'em peeled and we'll let you know what we think of it next month.



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WORK IN PROGRESS

INTO THE CRYSTAL

Want to know what games will be coming out next year? Okay - then why not ask us in twelve months' time, after all, we can only guess what will happen in '94. You want six pages of pure speculation and not many facts? No problem - Simon Byron's your man.



Elfmania

RENEGADE

This is what we need - Renegade are releasing a number of games tweaked specially for the CD32 which'll include The Chaos Engine and Fire & Ice (both out January). Both will feature additional intro animations and CD-quality sound, with Fire & Ice also boasting 50 frames a second scrolling as opposed to the original's 25. Speedball 2 will be enjoying its CD debut in March along with Uridium 2.

Elfmania

Release date: March 1994

You really aren't going to believe this. Elfmania has got to be the finest example of what the A500 really is capable of. Expect gorgeous sprites, wonderful backdrops (which animate, by the way) and easy to grasp game-

play when Renegade release what will undoubtedly be the best beat-'em-up of the year.

Flight Of The Amazon Queen

Release date: May/June 1994

This graphic adventure is being coded by Binary Illusions, a group of Australian comic book writers, and features the exploits of the hilariously-named Joe King, who's a freelance pilot. After a series of unfortunate events, Joe loses one of his passengers (a pert starlet by the name of Fey Ruffle), and thus begins much adventuring in the heart of the Amazon Jungle.

Legend of the Amazon Queen is a politically-correct adventure, so if you make any sexist comments to any of the female characters then you'll be in deep water. Using a

fresh graphical style and unique player interface, coupled with some genuinely funny one-liners (very much in the style of the old Abbott and Costello films, we're told), Amazon Queen promises to be a stunning debut from Binary Illusions.

But what's really set our mouths watering is the CD32 version. We've been calling out for it for some time now, and it looks as if by next Autumn our wish will be granted - a 'talkie' graphic adventure with actors and actresses reciting the text. Hmm, sounds dreamy...

Sensible World Of Soccer

Release date: June 1994

"The perfect blend of football management and arcade action," is Renegade's claim. Yes, the sequel to Sensible Software's classic soccer sim is shaping up to be even better than the first - just digest the info that follows and I bet you'll be positively foaming.

Although you'll still be able to play the game as a quick one- or two-player blast, the single-player mode has an objective: to build up a World Cup-winning team. You'll have to start the game as a Third Division manager (from any league in the world) and by selecting a strong team and doing well over a number of seasons you have to either take your team to the top of the Premier League or keep accepting jobs from other sides until you end up managing one of the Premier League's best teams. Eventually, if your performance is up to it, you'll be offered the National team to manage and access to the any player from any team from any league. Then it's off to win the World Cup...

Sensible World Of Soccer will be

an extension of the Mega Drive version of Sensible Soccer, which includes an icon over the star players and a special option whereby the star player can perform a 'super blast' whenever he's in front of the goal. There'll also be an on-screen referee and physio option.

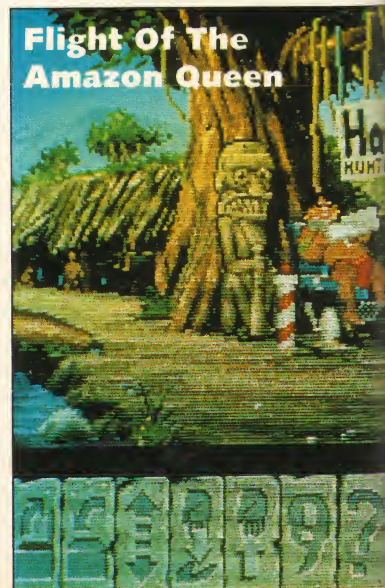
And that's as much as we know. Look out for more news soon.

And The Rest...

Only three more games to chat about here. The smart platformer Ruff 'n' Tumble looks set for a July release, there'll be a new and as yet untitled Graftgold game in November, followed rapidly by a Motorcross-type game from Andrew Braybrook.

MILLENNIUM

I don't know what's going on at Millennium's HQ but they certainly





BALL...

intend to overdose on Amiga goodies during the coming year. The games listed below are only as much as they are prepared to give away - rumour has it that as well as the big name licences they've informed us about, they're currently negotiating for a whole lot more. Still, on with the confirmed games...

James Pond 3: Operation Star FI5h

Release date: February/March 1994

This, the forth James Pond game (including his sporty outing in the Aquatic Games, that is), promises to be a faithful conversion of the Mega Drive game, complete with all the groovy parallax and sexy animations the Sega gamers currently enjoy. It is, and I quote here, "the biggest and fastest Pond game yet - it out-Sonics Sonic and out-Marios Mario." And although that's a bit of a crud-dy sales point, when you consider that Millennium have sold over 1,000,000 Pond games across 14 formats, I for one am not going to take what they say lightly.

In fact, Millennium regard James

Pond as the Amiga's flagship game character and believe that Pond 3's CD32 version will help to sell the machine in much the same way as Sonic and Mario pushed their respective consoles.

And if all the hours of gameplay Pond 3 promises isn't enough to be giving away, Millennium will be including free membership to the FI5H Club for the princely sum of 'no pee'. And you can't say fairer than that, can you?

Pinkie

Release date: Easter 1994

"He's the darn cutest damn creature you've ever seen," enthuses a motor-mouthed Millennium spokesman. And considering he's seen a damn sight more of the character than we have we'll just have to take his word for it.

Apparently, Pinkie is a platform game in the truest sense of the word, which presumably means it's got platforms in it. But what will make Millennium's platformer stand apart from the crowd will be its cunning use of colour - instead of concentrating on getting X layers of parallax coupled with billions of on-screen colours, the programmers have stuck with a more eye-gratifying palette.

In fact, the same talkative Millennium spokesperson reckons that the game's use of pastel colours could almost guarantee it a Habitat licence. The game will be released across a number of formats but the Amiga version will be out first. Of course.

Troll Island

Release date: May 1994

Not that we're counting or anything, but Troll Island will be the second licensed Trolls game to hit the Amiga in just over a year. Still, Flair's effort was pretty smart and if Millennium continue pumping out games of the quality they have then this May



release won't be rubbish, that's for sure.

From the sketchy details we've been given, Troll Island will place you in control of four distinctly different Trolls, each of which has his or her own unique powers. By using them in a Lost Vikings-y kind of way, you have to negotiate a series of platforms 'n' puzzles in an effort to restore the land to its former glory (apparently, the land has been swamped by a mysterious fog which has destroyed all the radiant colours, reducing them to a dull grey affair).



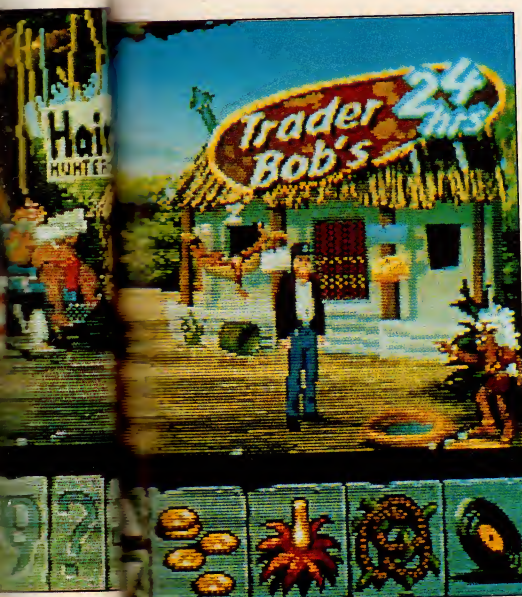
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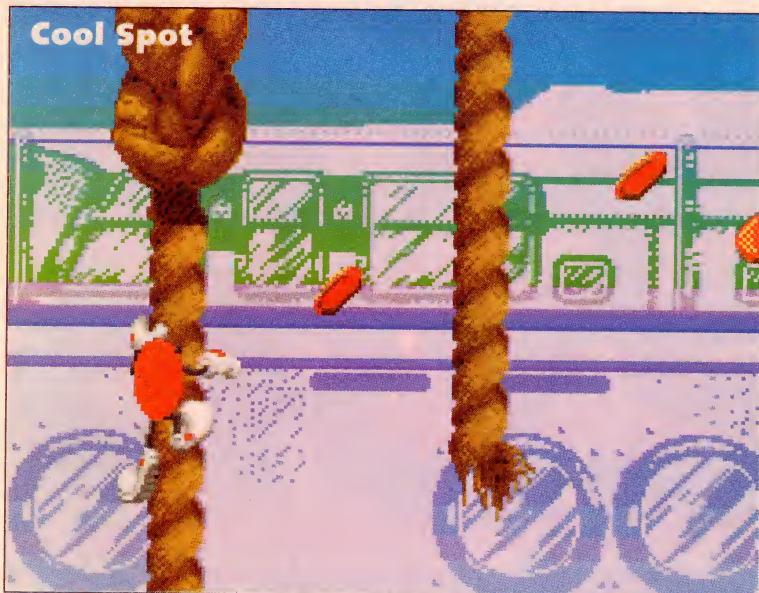
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WORK IN PROGRESS

Cool Spot



Evasive Action



Although Troll Island is still a long way off, it sounds like a decent platform excursion, and I for one will be queuing up for a bus ticket.

Mr Magoo

Release date: August 1994 (AI200)

If you wanted to create a game based around the hilarious antics of virtually-blind-without-his-specs Mr Magoo then it would be easy, I reckon. Just tell the prospective gamer that he is Mr Magoo and blank the screen for five minutes or so to simulate his rather poor vision. Money for old rope.

But Millennium just aren't like that, you know. They have decided that the best way to translate the cartoony antics of old four-eyes is keep your filthy little mitts off Mr Magoo and instead place you in control of everything else around him. He'll follow a set route and by 'becoming' various objects you can guide him safely to his predefined destination (for example, by 'becoming', say, a vase you can wobble yourself off a shelf and cause Magoo to stop when he hears the resultant crash or something).

As you've guessed, my knowledge of the game isn't sufficient enough to allow me to pass 'A'-Level Magoo, but this is a very early look after all. If you can excuse the rather sad pun, you can bet we'll be keeping 'em peeled for this one in the future.

Brutal Sports Soccer

Release date: Summer 1994

The second of the Brutal Sports series, Soccer will brutally simulate the game we know as football, so expect lots of blood, gore and decapitating during ninety minutes of sheer hell. Millennium assure us that this will be a must for all soccer fans, and who are we to say it won't?

Before we go, can I just relate an interesting tale that someone told me the other day? Thanks.

You know that Brutal Sports Football is called, um, Brutal Sports Football? Well, only if you live in the UK or anywhere else apart from Germany, that is. You see, because the German software industry is more prudish than Mary Whitehouse's daughter behind the bikesheds, they



Evasive Action



decided that the gore quotient in the game was just a little bit too much to handle.

Not ones to miss out on the chance to flog a load of software, Millennium hastily retitled the game to 'Crazy Sports Football', informed the relevant authorities that the contestants decapitating each other aren't in fact futuristic soccer players but only robots, and that the whole thing is a bit of a laugh, and - hey presto! - happy Germans and a happy publisher. And thus ends this interesting tale.

Diggers 2 (CD32)

Release date: November 1994

Played Diggers to death already? Then you'll have to wait another eleven months before Millennium release the follow-up, conveniently entitled Diggers 2.

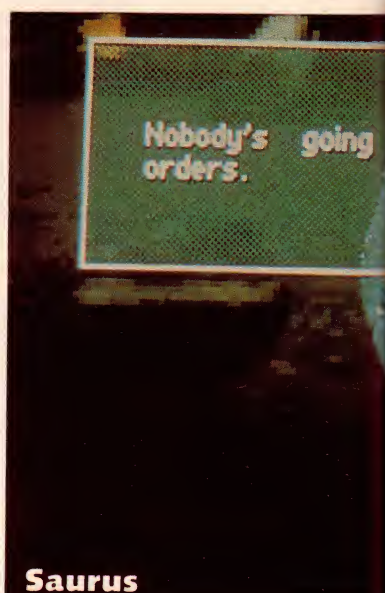
Toby Simpson is once again the man behind this mining extravaganza, and he's promising harder puzzles, better mining equipment, more space exploration and more aliens. It sounds to us that he's promising more of everything, basically, which is a task in itself considering the size of the first game. There's not much else to report on this at the moment, so let's move quickly on to...

Embassy Siege

Release date: Winter 1994

Many moons ago, a software house called Gremlin decided to embark on a strategy project that looked extremely promising from the early screenshots and demos we saw. Unfortunately, Flag (as it was called) never saw the light of day - Millennium snapped up the game during its development but since then we've heard nothing. Until now.

Although Embassy Siege isn't Flag (obviously), it is loosely based around the original game-engine, so any similarity between the way the two



play is entirely coincidental. However, the scenarios are completely different - Embassy Siege places you in control of a super hard team of SAS geezers while in Flag you controlled some, erm, flags as they raised and lowered themselves (Note: I'm lying here - Flag promised to be an intensely engrossing wargame jobbie, I just thought I'd try and liven this bit up a bit).

In Embassy Siege you have to rescue hostages and blow up terrorists which is a bit fortunate considering the game is based around the SAS. After all, if you had to leap from platform to platform while jumping on the nasty wrong-doers' heads then it would lose





Cool Spot

Release Date: February 1994

Read this month's Work In Progress for an in-depth guide to this SNES conversion.

Crash Dummies

Release date: April 1994

This Acclaim conversion has received, ahem, 'mixed' reviews from the console mags, although the Amiga version is still a way off so hopefully Virgin will take note of the comments and do something about them. Virgin describe the game as an "arcade platform action-type game" which probably sums it up nicely.

D-Day: Overlord

Release date: April '94

Remember Reach For The Skies? You do? Good, because, Rowan Software, the development team behind that are currently working on D-Day: Overlord, which is, one presumes, a flight sim based around the D-Day operation during the Second World War.

Saurus

Release date: June 1994

From Cryo, the team behind the excellent Dune and KGB, comes this adventure jobbie featuring (would you believe?) talking dinosaurs roaming a man's world. The PC CD-ROM version will incorporate actors' voices so let's hope that Virgin consider doing a similar kind of thing for a CD32 version. Fingers crossed, eh?

And The Rest...

The all-important 'Will they?/Won't they?' poser still hangs over Virgin (Interactive) as to whether or not Kyrandia 2: Hand of Fate will get an Amiga release. Let me just say this: there'll be bloody trouble if it doesn't.



Soccer Kid CD32

THALION

First the good news: Ambermoon is currently being translated from German to English and should be available during February. As for the rest of Thalion's releases, things aren't so concrete. Air Rescue, the helicopter arcade game based around the the No Second Prize game-engine is "happening", as is Airbus 2 and Night Approaches.

MINDSCAPE

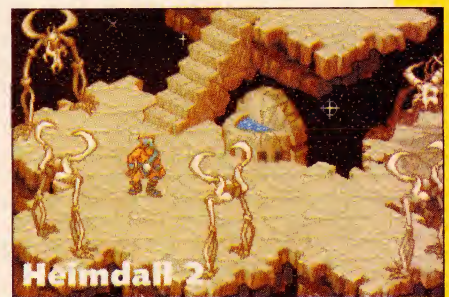
Evasive Action

Release date: Early 1994 (CD32 & A1200 only)

Evasive Action is not a flight sim. But then again, it's not a sports sim or an egg timer, either. I could go on for hours listing things it's not so let's turn this around and be positive. Evasive Action is "an air combat simulator, appealing to gamers as well as flight sim fans." Right. I'm glad Mindscape managed to clear that up.

The game promises a load of features such as narrative cutaways and spy screens which will detail the unfolding action, as well as realistic sound effects to compliment the dogfights. Mindscape reckons that Evasive Action will make one-on-one dogfighting entertaining because

Universe



Heimdall 2

the game draws style from arcade coin-ops. Which sounds impressive even if we don't quite understand what they're going on about.

Out To Lunch

Release date: Easter 1994

This cutesie platformer is based around the hapless Pierre Le Chef and his attempts to create the perfect culinary dish. However, his ingredients don't fancy the idea much so Pierre has to journey through 48 "challenging" levels, capturing all the vegetables and depositing them safely in The Cage.

So it's basically a collect-'em-up, but a very fine and jolly one at that. The game's already a big hit on the consoles and the Amiga version should be almost identical in every way (apart from less colourful backgrounds, of course) so it looks like this could well be one to watch.

Battletoads

Release date: "Sometime in '94"

Er. Yes. Um...

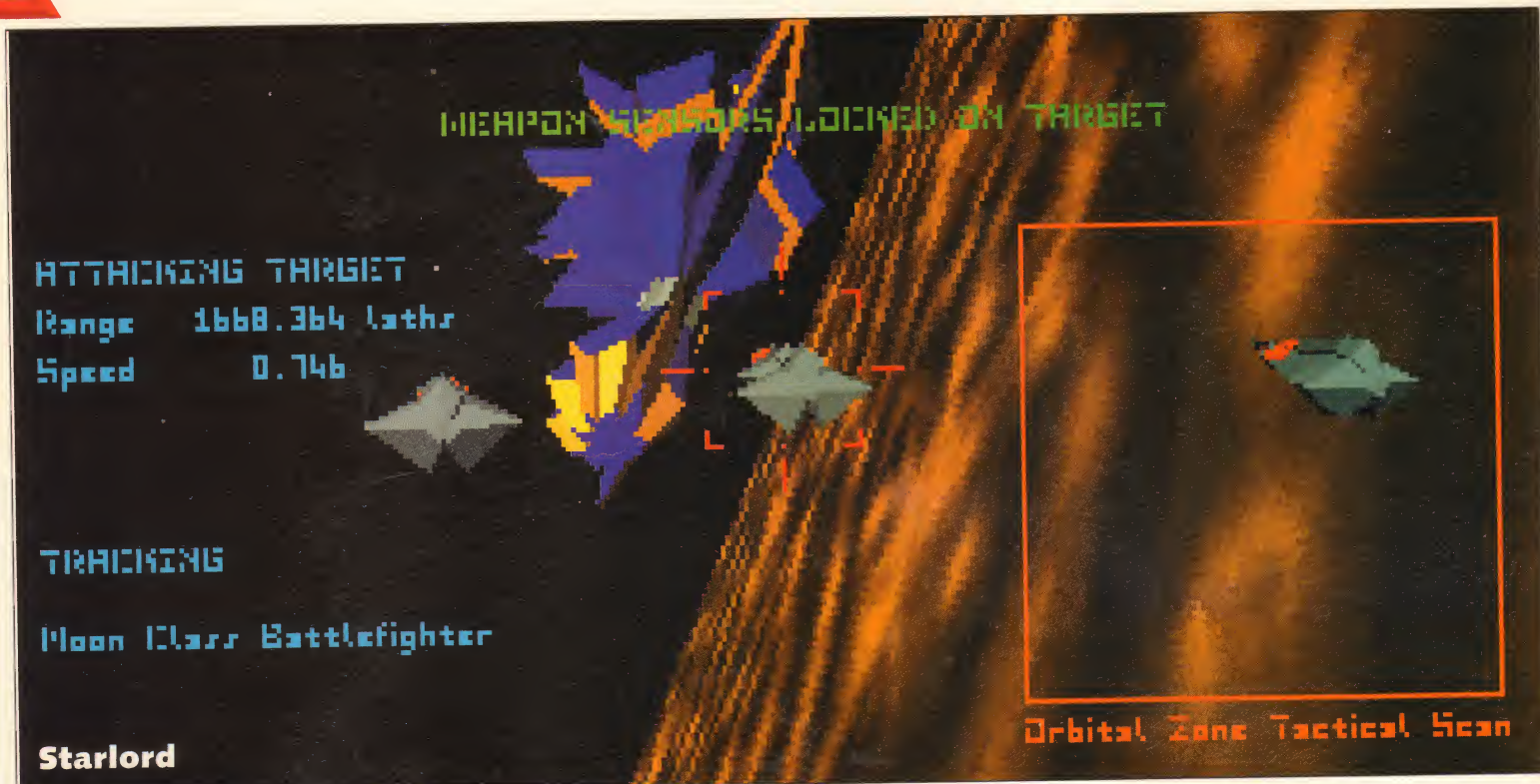
Blimey, it seems as if this has been in development for at least a couple of years. And



Out to Lunch



WORK IN PROGRESS



that's because it has. Mindscape promise that they will get around to finishing it off during the next few months, but then they've been saying that for ages, haven't they?

And The Rest...

Mindscape have just signed a deal with a major development team who appear to create a new game every couple of days so their '94 release schedule is by no means complete. But, for the record, the confirmed games you can expect from them during the next year goes something like this: Genesis (CD32), Fury Of The Furries (CD32), Alfred Chicken (CD32) and D/Generation (A1200).

CORE DESIGN

At the time of going to press, Core were still discussing their '94

Amiga range, with only a few games given tentative release dates. First up will be Dark-

mere (yes, really) which should hit the shelves in about a month's time. Universe and Heimdall 2 (both featured in this month's Work In Progress) will be released around Easter time, with Skeleton Crew, a 3D isometric shoot-'em-up, out towards the end of the year.

KRISALIS

Manchester United Premier League Champions will be Krisalis's next Amiga release and should be on the shelves in January. The enhanced A1200 version of Sabre Team with additional animations and super-fast gameplay will follow on in February, chased rapidly by 'F1 Management Game' (a working title which describes the game better than I could) in March. Traps 'n' Treasures, a platform game, is also released in March.

The month of April will bring two releases: Soccer Kid CD32 and Hannibal, a game based around the

exploits of the bloke who crossed the Alps on an elephant, amongst other things.

Soup Trek: The Search For Stock is an interesting little arcade/puzzle game where you have to capture ingredients for a massive soup in your tiny craft. From what we've seen it looks like this could be one of the most original games of the year. Soup Trek will be released in May.

Finally, you'll be able to take control of four mythological chappies and guide them through five massive adventures in May when the isometric RPG Legend is released.

OCEAN

Ryder Cup

Release date: January 1994

Ocean are the software publishing equivalent of the Midland Bank - they listened to the Amiga mags' criticisms of International Open Golf Challenge and decided that they'd not release the game. Instead, they digested what they learnt from their experiences with that, let's face it, supremely average game and began to concentrate on creating a piece of software which will make PGA Tour Golf look like one of those hand-held LCD golf toys.

From what we can gather, Ryder Cup will feature accurately mapped courses displayed in all that Gouraud-shaded sexiness we know you love. As is the norm with golf games, you'll be able to make all the decisions real golfers have to face (which clubs to take out, which clubs to use, which clothing company you'll endorse next) as well as tailor-

ing the game to match your ability.

With any luck we'll be able to review the game in the next issue but until then you'll just have to wait. Sorry.

Mr Nutz

Release date: Early '94

Although the Mr Nutz advertising campaign has begun in earnest, we have yet to see a running version of this platformer. However, I did catch a glimpse of the SNES version on the Big Breakfast and I have to say that even in my usual morning mood it managed to impress me. Or was it Gabby?

Anyway, you play Mr Nutz who has to trek across a number of oh-so-cute levels, fending off the bad guys with only his nuts(z) and his tail. The game is programmed by Ocean France whose last game, as far as we





can remember, was the brilliant Toki conversion. CVG, our ever-helpful sister magazine, awarded the SNES version a respectable 84%, and we all know that Amiga games are better. (And if anyone else writes in saying "Dear The One, Why do you constantly rubbish the consoles? It's very childish, you know" then I'm going to print their name, address and telephone number under the heading CLAIM A FREE A1200. It's only us being childish.)

TFX

Release date: Early '94

Oh yes. Oh yes, yes, yes, yes, yes. Gimme, gimme, gimme, etc. This has to be the '94 release I'm most eager to get my hands on. TFX, as if you don't know, looks set to blow every other flight sim clean out of the sky. It's being developed by DID (the blokes behind Robocop 3 and Epic) and by golly it's looking fab. It'll only be available on the A1200 and CD32, such are its hardware needs, so if you're an A500/600 owner who's even remotely interested in plane games then upgrade now. And I mean that.

And The Rest...

Our Ocean contact mentioned a couple of other confirmed releases: Super League Football and Super League Manager, both of which will be released "early in '94". Odyssey, the follow-up to Epic, is pencilled in for a mid-year release. There are also a number of rumours circulating about the licences Ocean are currently negotiating, but because no-one's signed on the dotted line it would be unfair to mention them.

Magic Carpet



MIRAGE

Rise of the Robots

Release Date: February 1994

We'll be carrying a demo of this revolutionary beat-'em-up next issue so you'll be able to see for yourself what a completely top game it is. Oh, we'll also be reviewing it next month, too.

US GOLD

World Cup

(Working Title)

Release date: May 1994

Now that the England team have assured that their place in the World Cup will be in front of the telly with the rest of us, US Gold's officially licensed footy game may prove to be the only good thing to come out of next year's competition. Obviously this game is going to have to go some to score over Sensible World of Soccer but without nothing concrete to see on either game we're prepared to keep an open mind.

GREMLIN

At the time of going to press, Gremlin were still discussing their planned releases for '94. The only two confirmed releases are K240, the Utopia-style God game, and Legacy of Sorasil, the follow-up to Hero Quest.

DAZE

First up from Daze is a football management game which will probably be called On The Ball, although that has yet to be finalised. Robinson's Requiem (previewed this issue) will be released in March, with Ishar 3 ("more of the same but bigger and better") following on in April.

TITUS

Blue Brothers' Jukebox Adventure

Release date: January

The Blues Brothers' second Amiga outing is a direct conversion of their SNES game, which some loved while others loathed. The game is far more traditional than the first in so much that the action is more or less left to right, differing from the original's sprawling levels, which should appease those who found themselves lost and frustrated in the 'prequel'.

MICROPROSE

The only games confirmed for release during the first quarter of 1994 are Starlord (a strategy/arcade game in which you have to work your way up from humble Starlord to Ruler of the Galaxy), UFO (the follow-up to Laser Squad) and Pirates Gold CD32 (the sequel the Pirates! with flashier graphics and smart



Creation

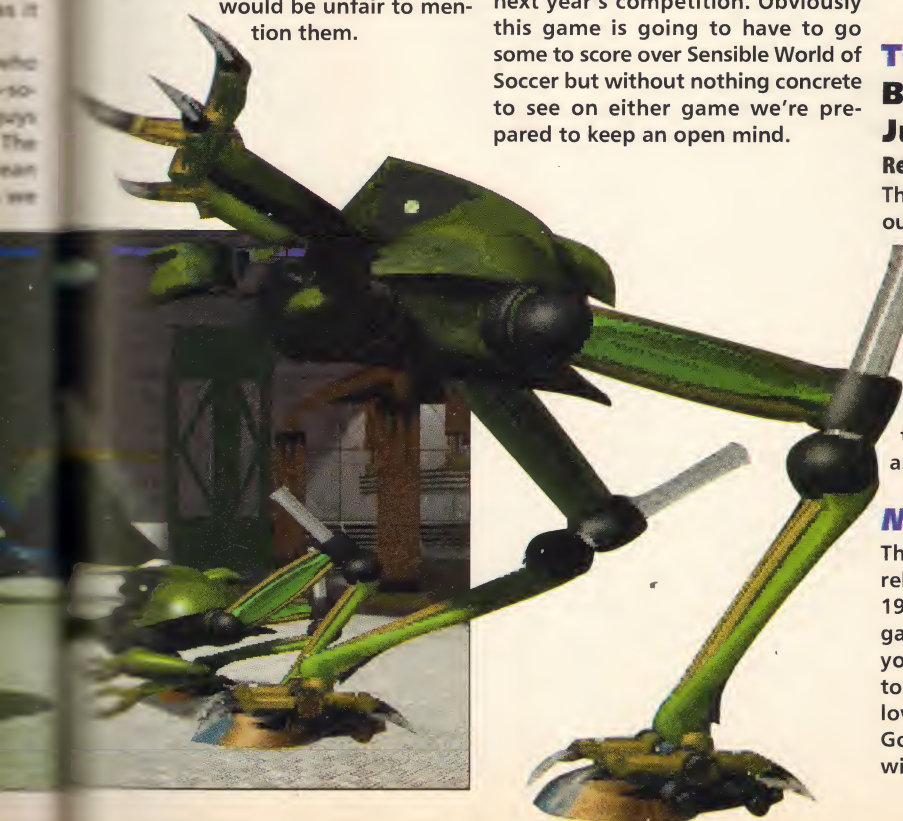


quests). MicroProse have loads of PC games due for release during the year so you can expect conversions of them to follow shortly after.

PSYGNOSIS

Another list of games from those producers of top-quality software. SOOOO, deep breath, here goes... Dracula (January), Creepers (February), Ben E. Factor (February), Armageddon 2 (February), 'G2' (March), Evil in Chayborne (September) and 'Castle Game' (October). Unfortunately this is as much as we know at the moment but you can expect more next next issue.

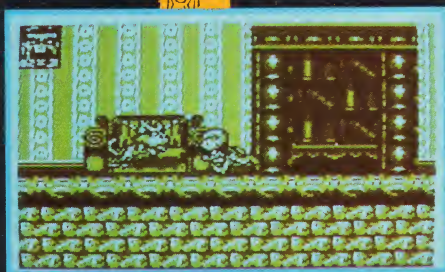
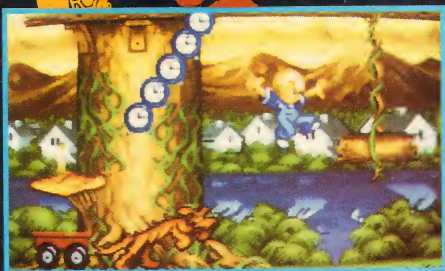
I'll be brief because we covered these three last issue. You can expect Theme Park around Easter, with Magic Carpet and Creation (both CD32 only, at the moment) following on towards the end of the year.



Dennis™

TAKE YOUR BEST SHOT

For over 40 YEARS he's been making us laugh... driving Mr. Wilson crazy! Now you can play the sling-shot hero and join in on all his side splitting pranks. Dennis is his name and mischief is his game! So c'mon...



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GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM

Nintendo ENTERTAINMENT SYSTEM

REVIEWS



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DAVID UPCHURCH

Mr Upchurch has been a busy lad these last few months, but has still found time to reminisce over the domestic pleasures of 1993 - enjoying a holiday in the Caribbean with his young lady, and then becoming a brother-in-law for the first time. Fond memories of The One? "The what?" It's a magazine. "Never heard of it mate." Oh dear. Well what about next year? "I hope to work on a bi-monthly magazine for women." Yes, I imagine you probably do.



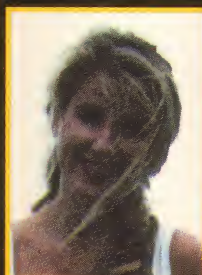
SIMON BYRON

In true 'Byron fashion', Simon has been about as sad as ever, with the highlight of his year being the receipt of a Game Boy for a birthday present. As a result, he's spent the last few weeks of the year blagging free software off companies, while running The One in his spare time (i.e. while asleep). "1994 offers me the perfect opportunity to drink, eat and possibly relax for just a minute or two". He's living in the Land of the Fairies, I tell you.



MATT BROUGHTON

Matt's fondest moment of 1993 apart from joining The One (I didn't even mention that! - Matt.) was a trip to New York with his dad, where Matt was approached by an old man in Greenwich Village and asked to pose nude for a painting. Little did he know how valuable this experience would be for when he met David later in the year. Hopes for '94? "To get a pay rise out of that Upchurch b*#!£\$%!" Oh dear, oh dear. Next.



JENNY ABROOK

"My favourite moments of 1993? Well, my holiday to the Bahamas was nice. Oh yes, and when I went to Amsterdam, that was brill. Oh yes, and when I went away to Maderia I had a good time." Hmm. Jenny does enjoy being here, though, and some days hardly moans at all. Hopes for the new year? "To get more sleep, to help children and to work with animals." Presumably not at the same time, we hope. We've got David for that sort of thing.

HOW DO WE DO IT?

The One we believe a picture speaks a thousand words. That's why our reviews are a bit different and, we like to think, a lot better than the rest. Each game review begins with a short introduction, telling you what sort of game you're reading about and outlining its plot, then we follow that up with illustrations, maps and diagrams accompanied by informative captions that demonstrate every aspect of how the game plays.

Finally there's the Verdict where we explain the game's good and bad points in detail, so that you can work out precisely whether the game's for you or not. Bear in mind that although a review is only written by one person, the whole team play every game reviewed and the verdict and scores are based on everyone's input.

Based on years of research this is, quite simply, the best game reviewing system devised by man. Probably.

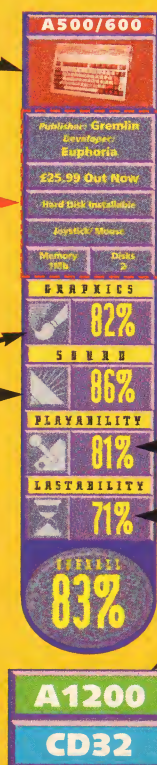
THE VERDICT PANEL EXPLAINED

This piccy shows you clearly which Amiga - A500/600, A1200 or CD32 - the game is being reviewed on.

This panel indicates who is publishing and who created the game, along with essential info such as how much the game costs, when it'll be released, the control system(s) used, how much memory your Amiga needs to run it, how many disks it comes on (and therefore how much swapping you can anticipate) and even whether you can install it onto your hard drive.

This percentage indicates not only how well-drawn or animated the graphics are, but also how well they complement the game. Some games look great in static form but may be slow and jerky 'in the flesh' which will be indicated by a lower-than-expected Graphics score.

As with Graphics, the Sound score isn't based purely on the quality of the tunes and sound effects, but also on how well they enhance the game. For instance, an all-guns-blazing shoot-'em-up wouldn't do well here.



Playability, which we hope will soon be incorporated into the Oxford English Dictionary as a 'real' word (write to your MP!), indicates how easy the game is to get into and how much fun it is to play. Things like poor control or cluttered screens will take this score down.

Another 'new' word, Lastability indicates whether you're likely to finish the game in a day or a year, and also whether the game is one you're likely to keep returning to time and time again. It's a rather important mark, especially with games being so expensive.

The Overall score is the definitive guide as to whether a game is good or bad. It takes into account many factors other than the four main ones listed above, which is why it's not simply an average of those scores. Anything scoring 85% or above is considered an essential purchase.

The Amiga family is even bigger than ever now, with people able to buy A500/600s, A1200s and CD32s. Here's where we'll tell you about how the game runs on the machines not covered in the main Verdict panel, as well as whether any enhanced or cut-down versions of the game are planned.



R E V I E W

MORTAL

You've seen the annoying American children shouting in the streets. You've witnessed the overly large pictures of Vinny Jones on posters while you're on the bus. Now, purely as an afterthought to the hype, Simon Byron reviews the game.



Has a computer game ever been hyped so much as Mortal Kombat? It had an easy time of it in the arcades, then it came to consoles and the world and his 'I'm no prude but...' wife piped up with untold horror stories about kids becoming homicidal thanks to this game - Nintendo even banned the death moves from the SNES version! Acclaim then flogged the rights to the Amiga version of Mortal Kombat to Virgin who, after keeping us waiting for a little while, have brought out a game which bears up well against its console cousins.

The aim of Mortal Kombat, as if you didn't already know, is to seriously damage your opponent. In true Street Fighter fashion, you choose from a number of characters, each with his or her own strengths and special attack moves. The overall object of the game is to overcome the devilish Shang Tsung, but not before a gruelling 12 rounds of punching, kicking and generally not-pleasant battling. Each fight takes place over a maximum of three bouts, with the winner being the one who wins two out of the three.

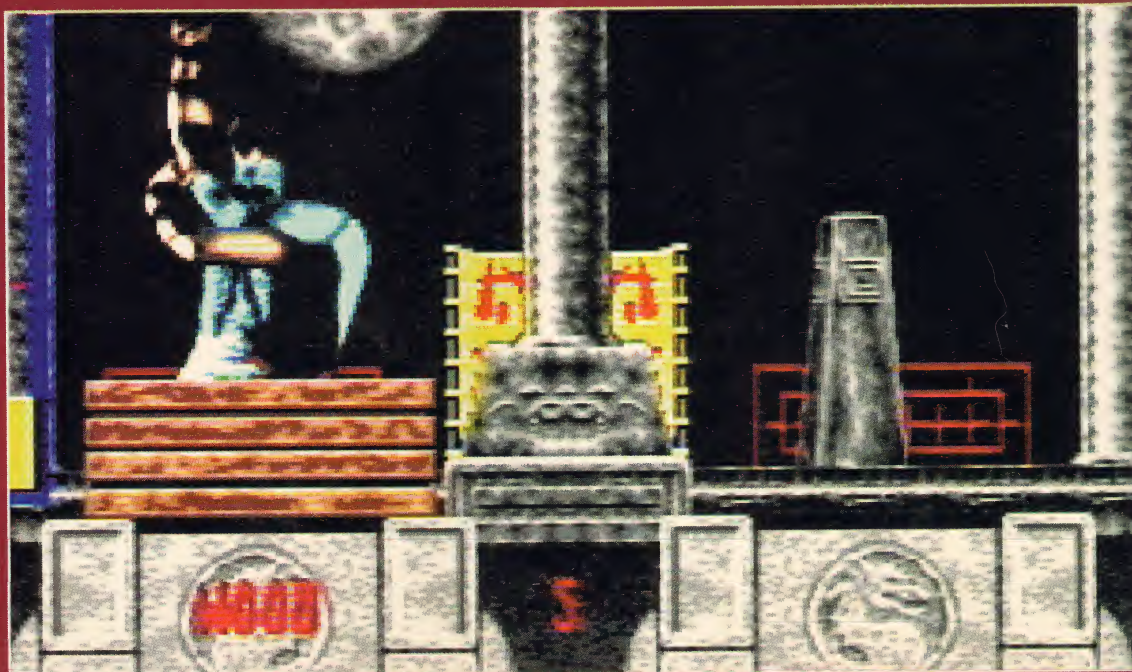
The amount of beat-'em-ups currently doing the rounds is frightening, so if Mortal Kombat is going to hold its own against the likes of Body Blows Galactic and the promising-looking Elfmania then it's going to have to be pretty special. The game has been converted by Probe Software who, thankfully, have lavished it with all the care and attention it deserves. It's heartening to see a development team actually trying to come up with the best version possible and not taking the easy way out by feeding us the old "the Amiga can't handle this..." line (which is becoming more and more feeble in light of what Ter-

ramarque have managed to do with Elfmania).

So it's good news all round, then, because, if you haven't already gathered from a crafty glance at the mark, Mortal Kombat has turned out to be something of a winner.

Unlike the Sega version, you'll find Mortal Kombat's Death Moves obvious to all - as you can see, Sub-Zero's spine-ripping move is displayed in all its gory detail. The joystick moves to initiate these sequences aren't outlined in the manual so you'll have to either experiment or discover the arcade machine's combinations.

(Below) At various points in the game, you get the opportunity to prove your strength in this sub-game. There are a number of variations on the same theme - apart from the material you've got to smash with a karate chop they're all the same. Just waggle the joystick furiously and, when the bar goes over the indicator line, hit fire. Hi-ya, as Miss Piggy used to say.



KOMBAT

Just to show that he's not as crap as he looked in the earlier screenshot, Rayden gets ready to beat up Scorpion by lunging at him. Rayden's got a fine special move too; by summoning the powers of the gods (it's reckoned that this lad's a deity himself), Rayden can hurl a bolt of electricity at his enemy, which smarts to say the least.



Sub-Zero is exactly the same age, height and weight as Scorpion, but they hate each other. Could it be that these two are like Mike and Bernie Winters, in that they're brothers who can't stand one another because one gets more publicity than the other? Here you can see Sub using his special freeze move to turn Sonya Blade into a block of ice.

Like most beat-em-ups, you move your character around the screen by moving the joystick in the direction you wish to go, and unleash one of several harsh blows by using a combination of joystick moves and pressing fire. What makes Mortal Kombat just that little bit different from the rest, though, is the way these ultra-violent moves are depicted - there's more blood in MK than on an operating theatre floor.





R E V I E W

WHAT'S THIS?

Yes, in true The One style, we give you all the Mortal Kombat Characters in an easy to read form (mainly because it's written by me and I don't know many big words). Although you may think you've seen this before, it contains some previously un-released footage which will surely be worth a few quid in years to come.



JOHNNY CAGE

Age: 29
Height: 6'1"
Weight: 200lbs
Hair: Brown
Occupation: Actor
Special Move: Thanks to the FX boys on his last movie, Johnny can smash competitors with a blast of pure energy.
DEATH MOVE: With his opponent wobbling, Johnny unleashes an uppercut so devastating the enemy's head comes clean off!



KANO

Age: 35
Height: 6'0"
Weight: 205lbs
Hair: Black
Occupation: Criminal
Special Move: The man with the metal face unleashes a knife which really does cut to the quick.
DEATH MOVE: Not quite up to Sub-Zero standards, but not far off; Kano digs deep - i0 - to his oppo's chest, pulling out his still-beating heart!



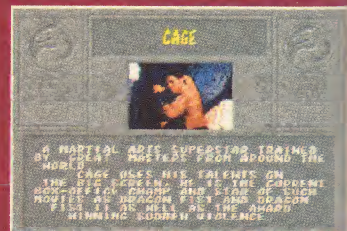
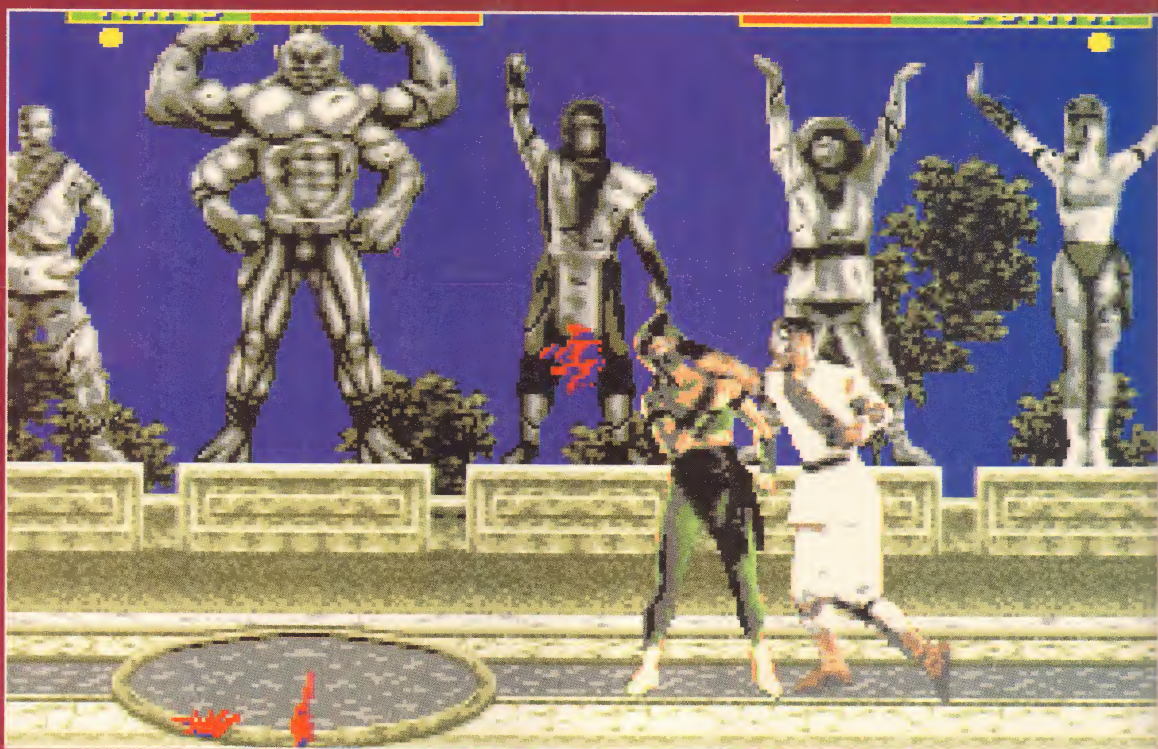
SONYA BLADE

Age: 26
Height: 5'10"
Weight: 140lbs
Hair: Brown
Occupation: Task Force Lieutenant
Special Move: Sonya sends a wave of plasma rings hurtling toward her opponent. Ouch!
DEATH MOVE: This not-so little lady blows her battling buddy a kiss - unfortunately, it's a fiery smacker which turns him into a charred skeleton!



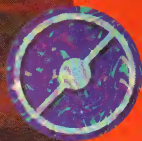
This may look like Sub-Zero getting ready to smack a now-frozen Goro, but it isn't. As you can see from the energy bar, it's actually Sub-Zero about to smack Shang Tsung. You see, Shang can change his shape, and you'll have to fight him as himself, as Goro and as a copy of your character before you are declared the best fighter in the land.

All the graphics were originally digitised and the same images have been ported across to the Amiga. They don't look very good static but on-screen they're pretty impressive, although they do jerk a bit. The graphics are the main bone of contention for the do-gooders: they claim that because they're so life-like, ordinary kids will go out and rip other people's spinal columns out. Like, yeah.



If you aren't in too much of a hurry to get into the swing of things then it's worth sitting back and watch the intro cycle through. This gives you info on the characters and their backgrounds as well as providing a perfect opportunity for Probe to show off their fancy digitised animations routine.

He may look like Sub-Zero in an orange smock, but Scorpion is very much his own fighter - with a bit of a smart special attack to match. A quick wiggle of the joystick and Scorpion hurls a big spiky thing on a bit of rope at his opponent, then reels him in and gives him a quick smack in the chops. Just like he's doing to the unfortunate Rayden here.



SCORPION

Age: 32
Height: 6'2"
Weight: 210lbs
Hair: Black
Occupation: Unknown
Special Move: Throws a harpoon at his victims, then reels them in and crushes them with a devastating uppercut.
DEATH MOVE: Scorpion removes his face mask, gulps in a breath of air and lets rip with a fearsome fireball, turning his opponent into a smoldering pile of ashes.



RAYDEN

Age: Immortal
Height: 7'0"
Weight: 350lbs
Hair: Black
Occupation: Professional Deity
Special Move: Rayden uses his godly powers to thrust a bolt of lightning at anyone foolish enough to stand in his way.
DEATH MOVE: The immortal one fires a huge lightning bolt at the head, which explodes in a shower of blood!



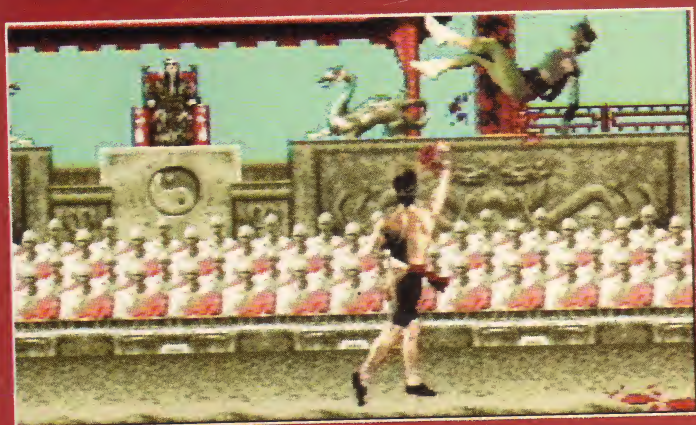
SUB-ZERO

Age: 32
Height: 6'2"
Weight: 210lbs
Hair: Black
Occupation: Ninja Assassin
Special Move: Sub-Zero hurls bolts of ice at his opponents to freeze them before sauntering over for a free hit.
DEATH MOVE: The best in the game: Sub-Zero grasps his enemy by the neck and, with one tug, rips his head from his shoulders, complete with spinal column attached!

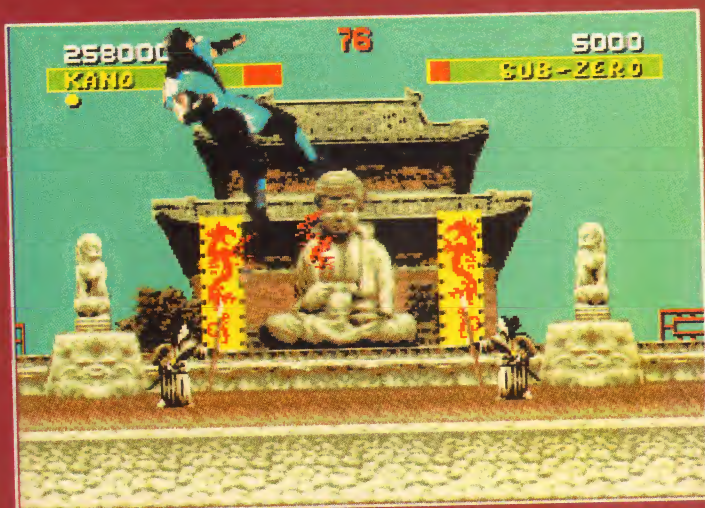


LIU KANG

Age: 24
Height: 5'10"
Weight: 185lbs
Hair: Black
Occupation: Shao Lin Monk
Special Move: Summoning up his shao lin powers, Kang can blast a ball of fire at his enemies.
DEATH MOVE: A bit poor; Kang performs a backflip then flattens his opposite number with a hefty blow to the face. Pah.



Just to prove that Virgin haven't gone the Nintendo route, take a butchers at Sonya Blade giving Johnny Cage what for. There's blood splashing all over the place in Amiga Mortal Kombat, which should keep lovers of the coin-op original and fans of generally gory stuff happy, but won't exactly have Mary Whitehouse jumping through hoops. Still, who gives a stuff about her, eh? Moany old bat.



Although there appears to be only one fighter participating in this particular contest, it's just not so - Kano has performed one of his special moves and disappeared off the side of the screen shortly after whacking Sub-Zero in the 'painfuls'. It's a good job this doesn't happen in real life.



Oh dear. You'll often find this happening when you're battling on the bridge. What's occurred here is that Sonya has beaten Sub-Zero and literally kicked him off the side of the bridge. Now what Sub-Zero doesn't know is that there's a large amount of spikes underneath the bridge. Wait a minute, he does know now. Ouch!

THE VERDICT

Let's get straight to the part of the Verdict you want to know about: have Virgin left the death moves in Amiga Mortal Kombat? Yes, indeed they have! This is a very faithful conversion from the arcade original - in fact, it's possibly the most accurate conversion we've seen in a long while! The digitised characters have crossed the great divide without so much as a scratch and everything that was in the arcade and console versions of the game is included here - and that includes the gameplay! Via the difficulty modes you can tailor the one-player game to suit you, but it's in two-player that Mortal Kombat comes into its own. As with most beat-'em-ups, it's all very well fighting against the computer for a while, but you soon start to second guess what moves it's going to perform. Not so against a friend, where the action gets really furious. Speed-wise it's virtually identical to both the arcade and console versions and as far as I can tell all the sound effects and jingles have been included as well. In fact, the only major difference is the lack of animated backgrounds but I couldn't really give monkey's about that.

Mortal Kombat is, in my opinion, the best beat-'em-up money can buy on the Amiga. It scrapes ahead of Body Blows for playability and amount of characters and moves, and knocks Streetfighter II into a cocked hat. The Probe Dream Factory has done it again - hurrah!

A1200

CD32

No noticeable differences on the super Amiga. There are rumours about two enhanced versions (one for the A1200 and one for the CD32), but at the time of going to press Virgin will neither confirm nor deny these. Let's just wait and see, shall we?

A500/600



Publisher: Virgin
Developer:
Probe Software

£34.99 Out Now

Not Hard Disk Installable

Joystick

Memory
1MB

Disks
2

GRAPHICS

89%

SOUND

86%

PLAYABILITY

88%

LASTABILITY

84%

89%



JETSTRIKE

SPUDD (Society of Particularly Undesirable Dastardly Dudes) is a secret organisation made up of arms dealers, mad dictators and traffic wardens. None of the world's major agencies have been able to lay a finger on the organisation for years, but finally there's been a breakthrough. A highly trained mechanic called Harry has managed to infiltrate a number of local airfields near to SPUDD operations, and you, as a top pilot, now have access to all the resources available.

There are one hundred missions to work through, all of which will usually contain either one or two objectives; bomb a certain base, drop agents behind enemy lines, destroy a convoy of tanks etc. Harry will recommend a variety of aircraft and weapons but you can ignore his

advice and choose for yourself from a massive selection if you wish.

The control system is simple in theory but takes a bit of getting used to in practice. You rotate your plane clockwise or anti-clockwise by moving the joystick up or down and control your speed by moving left or right. Pressing fire lets off your weapons but if you use a combination of joystick moves at the same time you can fire your secondary weapons. Additional keys control the undercarriage, auto-pilot, auto-choke etc.

Apart from the missions, there are training and practice runs available, as well as an Aerolympics where you must perform in 'events' - collecting balloons, flying through gates and that sort of thing. So off you go, chocks away. And all that.



A fairly normal view from Jetstrike, with you skimming the ground in an effort to thwart enemy radar while sorting out a convoy of supply trucks. In the bottom right you can see the simple but effective radar, with airspeed, weapons and damage control shown - again, all simple but very clear.



(Above) One of the more simple events of the two player Aerolympics involves flying through balloon gates floating in the nearby airspace. Other events include flying through tight tunnels and landing on restricted areas. The target box appears as soon as you are in the correct area and functions in a similar way when attacking specific targets in combat.

(Below) Here's one of the two screens filled with craft to select and as you can see it caters for all tastes - including a few helicopters which are more vulnerable to attack but are superb for collecting and dropping personnel. The weapons are displayed in an identical manner (inset) with the manual giving full details on each and every one.



The game may look like it belongs in PD Zone, but Matt Broughton would tell you otherwise as he raves over Rasputin's surprise shoot-'em-up.

THE VERDICT

No! Wait! Don't turn the page over! Within this humble-looking game there lurks an excellent lump of fun just waiting to be stroked gently. I'll be the first to admit that when I loaded this up for the first time I thought it was going to be crap, but with a bit of perseverance an incredibly fun and playable gem rises from the heap. Having mentioned the control system, I have to highlight this as the game's only real major headache. It takes a long while to get used to, and what with you only getting one life during the missions, you need to be quick on the ejector seat [space bar] if you want to keep up and running. Once you do get over your first few control-related deaths (by moving up to avoid something and actually dive bombing it) you begin to get a 'Uridium 2' feeling of satisfaction as the plane becomes more and more under your control. There's an excellent amount of variety within the game, from the craft and weapons available, to the varying missions, each of which is short enough to allow fairly fast progression. There's a helpful slow-mode which takes the frantic edge off things, and you can also make good use of things like the smoke trail and auto-pilot etc to give you extra help along the way. Other than the control system, I've got no grumbles with Jetstrike because it never tries to be anything other than a fun and simple game, and that's exactly what it is. I've played this to death over the past week, and I suggest that you'll do the same.

A1200

CD32

Please go away and stop being silly. There are no differences to be found here. I don't know, in my day you were happy if the game loaded in under nine minutes. Now kids want upgrades and music, grumble, groan, moan, mumble etc...

A500/600



Publisher: Rasputin
Developer:
Shadow software

£25.99 Out Now

Not Hard Disk Installable

Keyboard/Joystick

Memory
512Mb

Disks
2

GRAPHICS



82%

SOUND



74%

PLAYABILITY



85%

LASTABILITY



89%

OVERALL

84%

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**and it'll drive you
up the wall!**



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"One of the finest
top-down racing
games the world's
ever seen!"

Amiga Power magazine

"Possibly the
best racing game
on the Amiga"

Amiga Action magazine

"It'll establish itself
as the top down
racer of the '90s"

The One magazine

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R E V I E W

GENESIA

Mindscape's new release is a real mixture and no mistake! Matt Broughton grabs a sieve and does his best to describe this Settlers/Civilisation/Patrician challenger.

Look. Let's just get one thing straight - there's no way I'm going to do much more than scratch the surface of Genesia in this review because it's a BIG game that's going to take a LONG time to play.

It would be very easy for me to base this review on comparisons with other games, but that's not particularly fair to Genesia as it's very much an entity on its own. Just to give you some sort of picture, though, take the characteristic quirks of The Settlers, the look of Populous, and some of the strategy from The Patrician and Civilisation, and you have a fairly good idea of what to expect.

The underlying objective in Genesia is to recover seven precious jewels that have been scattered about the land, but you'll not even start on this 'mission' until you've spent a good number of hours building a populous capable of surviving on their own, let alone attacking others or branching out. The game runs as a series of 'turns' which are represented as the seasons of the year, with each one having certain obvious attributes - i.e. Autumn is a good time for farmers, etc.

One of the major paths to success involves the use of an initially small number of 'settlers' that have no individual professions. It's down to you to decide how their talents are best used and you can allocate them specific occupations. To start with, you'll need to have a woodcutter to produce wood, then a carpenter to turn the wood into usable planks. These people will need something to eat so you'll need to build some fields and get a farmer onto the land. At this stage the game plays in a similar way to The Settlers, but you have a very limited number of people to work with - in fact, only four - which can lead to a bit of a 'trying to keep all the plates spinning' sort of affair. Because of this, one of your early objectives must be to attract nomads to join your



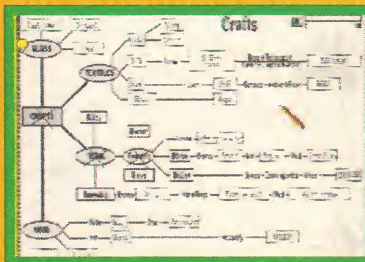
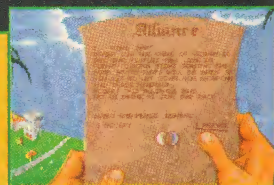
In a similar way to Settlers, as you move the map across the landscape you'll hear the sounds being created in that area. As well as this, you'll also receive messages and mood hints from the people on the land. The settlers can become unhappy for a number of reasons; there might be a noisy drill too near their house, there might not be enough food for them, or it might just be that theirs is one of the professions brought to a standstill during a specific season. It's worth finding out why as they will affect your overall moral rating.



(Above) Once your populous has grown to a decent size, you can turn your attention to the matter of finding the jewels. You can send your soldiers out and search randomly, but a much better strategy is to build a tavern, thereby attracting local adventurers. By crossing their palms with just the right amount of silver (i.e. lots) they will offer helpful tips, or even better, supply you with a map. So you say X marks the spot? Hmm... I see.



(Above) One of the first buildings you need is the barracks. From here you can alter the taxes as well as form armies and approach the others with offers of alliance, which can either be non-aggressive pacts or trade agreements. As you can see from this shot (inset) you won't always get an immediate acceptance.



people. There are a number of minimum requirements that must be met before anyone will be tempted to join you, including the need for empty houses, enough food and water, and an average morale of over five from your people.

Oh God, I've run out of space already and I've haven't even mentioned building the different types of workshops, drills, houses, warehouses, barracks, or any of the other occupations really. Hopefully the captions will give you a bit of a further insight, so off you go and get stuck in.



You might have a happy and thriving society, but you're not going to evolve very quickly unless you get down to some serious thinking. By setting up a workshop you can create an inventor who will bang his head against a wall until he discovers something. Things start slowly as he discovers simple things such as 'sciences' or 'crafts', but using his easle (inset) you can direct him to specific wonders. For example, to build cannons, you will need to have discovered metal (a craft) and gunpowder (a science), not to mention needing to employ a blacksmith.



If you leave one of your settlers (oops, wrong game) without an occupation, you can turn him (or her) into a soldier. Each soldier has a set number of movement points - shown by the skull - and can be used to claim, steal or fight for new land as well as search for the seven jewels. The diagonal icons on the right will jump to any fights, wagons, cannons etc, while the icons to the left access more general options such as statistics, disks access and the world map.



Ah, the timeless wonder of the English countryside. Here you can see my happy people going about their daily business. The drill is happily drilling, the architect is busy building me a new warehouse, and the wood cutter, carpenter and farmer are doing exactly what you'd expect. You can see how much land all the players possess by checking the overall world map in the top left. Things are in their early stages here, but in an hour or two everything will hot up as the players get closer and start fighting for land and jewels.



Though you start the game with only four settlers, as you attract more people to your happy and prosperous land you'll need to think carefully about the professions allocated to them. On this screen you can drag the individual folks to the job you want and then sit back and watch them do their thing. This screen can also be used to check up on your gang's morale and current activities. You'll only attract new settlers if the average morale is over five, so if someone is looking a bit cheesed off you need to find out why.



Clicking over the anvil icon brings up this sub-menu for the architects. The amount shown by the building indicates the cash needed, while the second menu shows how much raw material is needed. The portcullis, well, road and field can all be built immediately, but the other buildings will need an architect allocated to them. If you have any available architects with no current project, they will start to build new houses - which is very important if you want to attract new people to your land.

THE VERDICT

There's only one word to describe Genesia, and that's HUGE. I'm not exaggerating when I say that this game will take literally ages to play to its completion. There are so many aspects, you really do feel overawed at just how much you are expected to deal with. This is a bit of a put-off at first as you seem to be torn between solving five problems at a time. You're told that you need to build a warehouse, but you also need to build a drill. You need wood to build anything, but you also need to feed everyone. Because you start with only four people, it's hard to know where's best to put them, but once you start attracting more settlers you can be a bit more strategic. Apart from the Settlers aspect of the game, once you have inventors and blacksmiths inventing and, er, blacksmithing more advanced machinery and weapons you can get stuck into the main objective of locating the jewels. Sending soldiers out into the wilderness is an excellent change in the gameplay, as movement points and battles suddenly appear in a game that up

until now has been a passive village management kind of thing. The conquest part of the game really surprises, as you find yourself being drawn away from the village and suddenly organising ship attacks using cannons that you invented ages ago and sending out your men to seize land. Being able to 'go inside' the buildings that you have built is a nice touch that keeps the game from looking the same throughout, and the sonics and graphical tweaks also do their job very well. Genesia has so many aspects I doubt if the programmers would be able to sum it all up in a sixteen page review - but that's where much of the game's appeal lies. I can only close by saying that if you enjoy long-life strategy games and like the look of this then you really won't be disappointed with Genesia. A truly impressive game.

A500/600



Publisher: Mindscape
Developer: Microids

£29.99 December

Hard Disk Installable

Mouse

Memory
1Mb

Disks
3

GRAPHICS



86%

SOUND



84%

PLAYABILITY



87%

LASTABILITY



89%

OVERALL

88%

A1200

CD32

The program will actually check your machine for extra memory, and reward those lucky A1200 owners with enhanced sound, graphics and speed. Mindscape are looking into a CD32 version later next year.



(Below) Another newcomer to the game is Zool's two-headed pet dog, Zoon. Somewhere in each of the levels, there's a Zoon token which can be collected by Zool or Zooz. At the beginning of each new level, you are shown how many you currently have (inset), and when you have three, can enter a simple 'Arkanoid' sub-game. You now control the half smart - half thick Zoon and must keep the ball in play, making use of any icons that fall. Though none of your lives are at stake in this bonus game, it's worth playing for all the points and extras that can be collected.



Matt Broughton was a self confessed Zool hater, so who better to put Gremlin's sequel under the magnifying glass than he? Come now as we go... through the console.

(Left and below) To say that Zool 2 has taken the odd idea or two from Sonic is an understatement - but they've done it well, so what the hell (nice rhyme). Bumpers are used in a similar way to the fried eggs - to reach higher levels and collectibles - but are also used to enter the tube system that crosses this particular level. Once you're inside the system, you have no control over where you go, but it's damn fine to watch at full speed, I can tell you. Quite often you find yourself with a choice of two or three possible entry points - all of which lead to different areas. Do you experiment, or just try to finish the level? The choice is yours.



ZOOL 2



As in the original Zool, you can still interact with some parts of the scenery. As well as being able to smash open the eggs, light bulbs, etc, in the same way that you did with the Chuppa Chups signs in Zool, you can now also make use of springy objects (such as a fried egg) to propel yourself upwards. Here you can see one of the areas that are well worth a hunt for - filled with goodies.

I never really understood all the fuss over Zool. At the time it seemed as though Amiga owners were so desperate for a unique character to rival the consoles' many, that they would embrace just about anything that looked slightly shiny. I don't think a month went by without someone proclaiming that we should 'prepare to meet the Amiga's answer to Mario/Sonic' - and most of them were pretty lame.

I personally went out and bought Zool and was bitterly disappointed. It seemed to me to be a 'run-of-the-mill' platform game, promote by Gremlin's hype machine. Well, time has passed and here we find ourselves faced with another Zool. I bet Gremlin would scream if they knew that I - 'Matt the Zool hater' - was reviewing it!

Having completed his journey through the six worlds in Zool 1, Zool now has to travel through a further six worlds including such Sonic-y names as Swan Lake, Bulberry Hill, Tooting Common, Mount Ices, Snaking Pass and more. The levels are huge and boast a wealth of hidden rooms and passages, bristling with extra points and bonuses.

Zool is no longer alone in his mission, having been joined by his young lady friend Zooz, and Zoon,

his pet dog. Though they never appear together, you can choose to play as Zool or Zooz, who both have slightly different features - Zool punches while Zooz whips (oo-er), Zool can smash platforms from below while Zooz bounces through from above, etc. You take control of Zoon in a bonus sub-game, with 'entrance tokens' needing to be collected from each level, leading to an 'Arkanoid' affair.

At the end of each world (which consist of three individual levels), the

player must face Mental Block - a new villain taking on a form relevant to that level - who must be defeated before that level can be passed.

Zool also has more toys than in the original, and can now collect smart bombs, shields, an R-Type build-up shot and, of course, the good old clone invincibility. He has also gained a few new moves along the way, and the control system has been tweaked to improve gameplay. So, I hear you ask, tell us what it's like. Okay then, step this way...



This is the new git on the block - Mental Block. At the end of each world, Mental Block will appear and provide some 'end of level guardian'-type action. Initially, Mental Block attacks you as himself, but from then on will always have a different appearance, relevant to that level (insert). You need to avoid both him and anything he throws at you, all the time keeping the bullets flying his way. If you're wondering what the three little blobblies around me are, they're my smart bombs just waiting to be released. Take that! It only takes a minute girl.

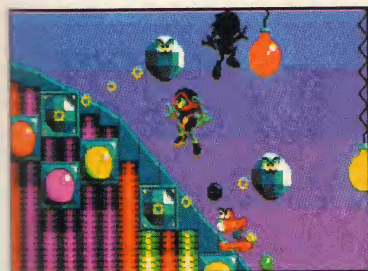


Here at the start of Tooting Common, Zool has a fair bit of work ahead of her. The bottom left figure shows what percentage of the level's items have been collected so far, the arrow shows the general direction for the end of the level, and the middle figure shows how long she has to do it in. You can only leave each level once you've collected 99% of the items, and though the early levels will let you get away with sloppy work, by this level, every little token is needed to avoid running out of time without enough items.

As you travel around the worlds, it's worth keeping the old fire button going because you never know what you might find behind an innocent looking wall. Zool 2 is literally teeming with hidden passageways and rooms just waiting to be discovered and harvested of their extra points and bonuses. It's worth spending some time looking for these, especially when they're in obscure places, as the bonuses become more valuable the harder they are to get to - and you never know where the next extra life may be hiding, do you?

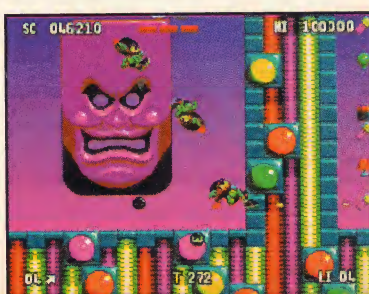


Zool wouldn't be Zool without the odd moving platform here and there, and what (watt!) better way than with big chunks of solid light. Some well timed jumps are called for when you come across obstacles such as these, and they get shorter and faster the higher you go. Though you'll never see Zool and Zool together on levels like this, I've put them together so that you can see Zool in action with her whip (cwor!) Zool plays exactly the same as Zool, only she can bash through weak platforms from above (inset) while Zool smashes them from below.



Yet another Sonic-inspired obstacle comes in the form of these swinging 'ball and chain' affairs. Again, careful execution of jumps and slides are needed to pass these devils who have been cleverly positioned to cause you as much bother as possible. The other solution is, of course, to pick up one of the power-ups. Here I've managed to collect the good old 'shadow clone' icon, which apart from looking snazzy, also gives me limited invulnerability. Hurrah!

Zool has had a number of extra moves added to his repertoire. He's now able to scale walls, leap from one vertical surface to another, roll from one side of vertical platforms to the other, and this new move which reminds me of Buster Keaton for some reason. Run into a wall and press fire, and Zool will spring himself backwards at high speed. This spinning method gives you a much higher jump than usual, meaning that you don't always have to approach the levels in the obvious way.



THE VERDICT

Wow! My mouth hangs open and I stand amazed! This really is as good as Gremlin have been boasting. I really had no time for Zool 1 at all, and haven't loaded it up more than about half a dozen times since I bought it; but this is an entirely different bucket of donkeys. First things first, the graphics have been much improved from Zool 1, with much more variety and major improvements as far as the character of the, er, characters go. The music is very good, with a choice of 'techno' soundtrack or superb sound effects - not to mention the excellent title music and effects. The control system is much more instinctive, and the added moves make all the difference - particularly the wall climbing ability. The levels are much larger and more impressive than the original game's, with a million little nooks and crannies stuffed with hidden passages and bonus rooms to be explored, and there's a healthy spattering of extra lives for the player interested enough to dig around. This makes all the difference to the longevity of your game, and if you want to play it seriously it means the difference between leaving the first level with four lives or seven (if you know what I mean). Having the choice between Zool and Zool is also a nice extra, especially as it's more than just a cosmetic change, allowing you to actually play the levels in a different way depending on who you are. A certain blue hedgehog has to be mentioned here, as I feel a certain amount of 'inspiration' has been taken from 'Mr S' - but as I said before - they've done it well, so good luck to 'em. If I'm honest with you, I was expecting to be very underwhelmed by this, but I've actually had a brilliant time reviewing it and have already got a personal copy waiting to be taken home. Many games have tried to copy console fun, but this is about as good as it gets. I'm off to eat some humble pie.

A1200

CD32

If you play this version on the A1200 it doesn't slow down when there's a lot happening on-screen, but otherwise it runs identically. The standard version will be released on CD soon, with A1200 and CD32-specific versions appearing later in 1994.

A500/600



Publisher: Gremlin
Developer: In-house

£25.99 Out Now

Not Hard Disk Installable

Joystick/Keyboard

Memory 1Mb
Disks 2

GRAPHICS

88%

SOUND

90%

PLAYABILITY

88%

LASTABILITY

89%

OVERALL

90%



R E V I E W

T2

THE ARCADE GAME

The second coin-op convert from Virgin this month is also programmed by Probe. Arnie comes to Amiga in a version of the hit gun game from the arcades. Simon Byron takes a look.

The war against the machines looked to have been won in 1984 when Sarah Connor destroyed the Terminator which had been sent back in time to kill her and her unborn child. However, Skynet had sent two Terminators through the Time Displacement machine, the second being a brand new prototype T-1000, a liquid metal-formed terror that could change its shape to mimic anyone it touches. Time to start filing those pants.

But wait a minute – there's another saviour in town. And it's a T-800 Terminator! You control Arnie in this conversion of the hit coin-op which featured stunning graphics and a couple of Uzis bolted onto the cabinet. T2 – The Arcade Game is a variation on the Operation Wolf theme, with the first-person perspective 3D screen scrolling horizontally, giving you a through-the-Terminator's-eyes view of the action. You begin the game in the year 2029, where your task is to blow up lots of Terminators, as well as airborne and ground-based Hunter Killers, before blowing

up Skynet and travelling through time back to the late 20th Century to protect Sarah and young John Connor from the unrelenting T-1000.

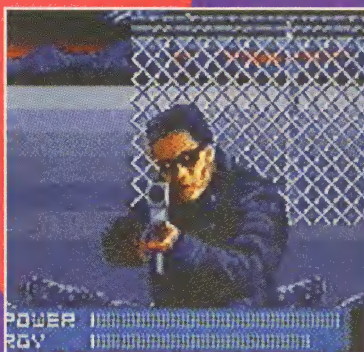
The game takes place over a number of levels ported across from various scenes from the hit movie. In the future, you've got to blast your way toward the Skynet defence system, blasting the baddies and picking up bonus items along the way. Then you're beamed to the past to take care of Connor and his mum, whose mission it is to destroy the Cyberdyne Systems building, before the T-1000 catches up with them.

The major problem with this conversion was going to be the lack of attachable Uzis you can fit to your Amiga. But, like Mortal Kombat, the Probe team seem to have taken everything in their stride and come up with yet another superb game in its own right.



Here's where you start. The stage begins with a barrage of Hunter Killers, blasting missiles at you. Shoot these boys down and you get to tangle with the Terminator Endoskeletons. These lads pile onto the screen in droves, so make sure your gun's primed and ready for action. When you get to this particular part of the stage, make sure you don't shoot the rebel soldiers.

However, do make sure you shoot the boxes at the bottom of the screen, as they give out all manner of useful items to help you on your way.



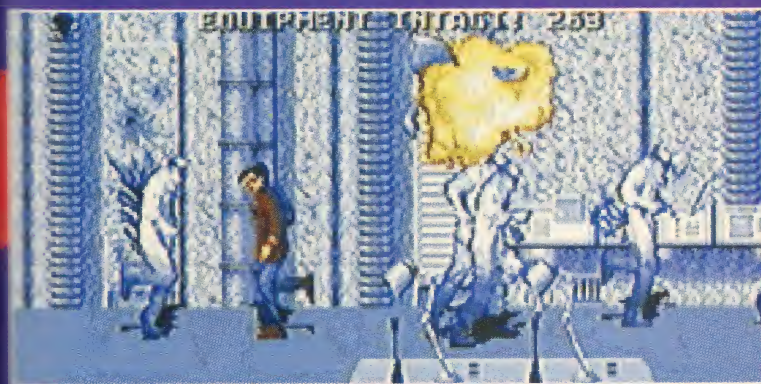
Just like in the coin-op (and in so many Operation Wolf clones these days) big Arnies pop up right at the front of the screen at the most inopportune moments and start blasting away at you, whittling down your energy bar faster than you can say "Oi! Can you stop doing that please?" The best thing to do in a situation like this is to ignore any background baddies and concentrate on getting rid of the big lad, because if you allow him to continue pumping you full of holes, you're not going to last for very long.



Schwarzeneggers galore! You'll notice that there are loads of wooden crates dotted around the screen. Now, you might think that they're there for no purpose other than for the Terminators to hide behind because they're scared. But that's not what they're there for at all. You see, if you shoot at them, they burst open to reveal various goodies, in a manner similar to the boxes on the first level. Once you've opened them up, blast at the bonus to pick it up. You can shoot other background objects as well, such as the light fittings, but it's best to concentrate on the Terminators, otherwise you'll die. And so will John Connor.



No, Lee Majors hasn't moved his Fall Guy role into the 21st Century, although looking at the state of that jeep you'd be forgiven for thinking that. Erm, what am I talking about? Anyway, this level involves you guarding John Connor as he attempts a getaway in this truck. Hindering his escape are masses and masses of Terminator Endoskeletons and Hunter Killers, all baying for your blood and that of Connor. The Terminators run towards the truck, blasting holes in it, and you've got to wipe them out before the truck blows up.



You've travelled back in time! Finding yourself in the Cyberdyne building, you are dismayed to discover that the entire police force has turned out to greet you - with their guns. The object on this level is to destroy every piece of equipment in the building, so that Miles Dyson can't complete his research and create Skynet, thus wiping out the nuclear war and the takeover by the Machines (if you've seen the film then you'll know what I'm on about). Sarah and John Connor rush around, leaving bonus items on the floor for you, and you've got to shoot all the equipment as well as taking out the massed ranks of the boys in blue.



You're deep into the Cyberdyne building now, in the research and development area. What you must do here is find the Terminator arm and CPU from the first T-800 that tried to kill Sarah Connor in 1984 (it's this stuff which Cyberdyne kept secret and which Miles Dyson based all his research upon). Watch out for the scientists and pick up the items left behind by John.



Now you're in trouble! The T-1000 is on your tail, and he's found a police helicopter. Luckily, you've got hold of an armoured truck in which you've stowed away Sarah and John. Now don't ask who's driving the thing (because in the film it was Arnie, but in the game you're running along beside the van, blasting at the chopper) but the object is to pump the helicopter full of holes before it wastes you by repeatedly smashing into the back of the truck.

THE VERDICT

Have those Probe boys been on extra-special programming pills or what this month? First, they knock out a cracking conversion of Mortal Kombat, then they go and give us a really very good version of the T2 coin-op! If you forgive the fact that Virgin don't supply a plug-in Uzi with the package, this is as close a conversion of the arcade machine as you could sensibly hope for, and I'm sure Arnie's going to be pleased that for once a game containing his mush has turned out to be anything other than a real stinker. T2's got everything - superb graphics which have been ported well from the coin-op, loads of sampled sound effects and the sort of no-holds barred action which makes all these Operation Wolf-type games such successes. All of the coin-op's levels have been included in the game, and with all of the game's features you'd expect there to be disk-swapping a-plenty. But no; T2 - The Arcade Game is supplied on just two disks, and there's the bare minimum of swapping to be done. My only real whinges about the game are the incredibly bad music scores - there's absolutely no need to create music as painful to the ears as this - and the fact that, as with all games of this genre, T2 tends to get quite samey after a while. But as the old saying goes, if you're a fan of all-out action and mindless violence, as well as a person who goes gaga over anything Arnie, then you're going to be glad you bought a copy of T2 - The Arcade Game.

A500/600



Publisher: Virgin
Developer:
Probe

£29.99 Out Now

Not Hard Disk Installable

Joystick/Keyboard

Memory
1Mb

Disks
2

GRAPHICS



88%

SOUND



69%

PLAYABILITY



87%

INSTABILITY



79%

OVERALL

84%

A1200

CD32

Same old story, I'm afraid. No noticeable differences when playing T2 on the A1200. No A1200 version is planned. No CD32 version is planned. Etc, etc.



R E V I E W

LAMBORGHINI AMERICAN CHALLENGE

Larger than life and twice as fast, Matt Broughton clunk-clicks and prepares for speed ahoy with Titus' latest driving experience.

"Tuesday night," I said. "Rehearsal," I said. "Don't be late" I said. What happened? The lads came round, we loaded up Lotus Turbo Esprit and then wasted three hours - not writing songs - just driving round and round ramming each other off the road. The productivity of the average rock-funk-pop group will never be the same if you start rehearsing in the same room as an Amiga. And I should know.

Yep, pretty good timing this one, really. With me still gloating over my bedroom victory, what should arrive but Lamborghini American Chal-

lenge - the follow-up to the well-received Crazy Cars 3.

Crazy Cars 3 was received with open arms and high marks about a year ago, but the poor sales where put down to a number of problems - the most major one being the lack of a two player mode. So guess what you'll find in Lambo' - yes, a two player mode. Huzzar!

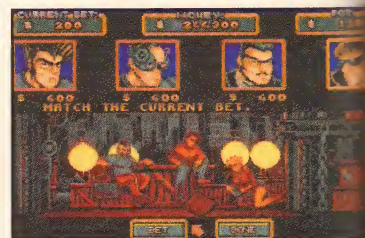
Well, with my obligatory 'huzzar' out of the way, I expect you'll be wanting to know exactly what to expect from this, but in honesty it's just CC3 with two players, so it seems a bit silly explaining the mechanics of a racing game - but I'll

do it anyway (I have to or they won't pay me.)

You must compete against 19 computer controlled rivals, as well as an infinite number of drones (simply referred to as 'locals') as you work your way across the U.S of A, racing through just about every major city you'd care to name. Weather conditions change drastically as you move from city to city - affecting the way your car handles, and police have set up speed traps on some of the routes, forcing you to take it easy or make some new friends back at the station.

The standard extra items can be glued onto your motor to add turbo boosts, super-traction etc, or if you'd rather waste your money in a different way, you can bet on each races winner with the computer rivals.

Oh come on, you know what I mean. Vroom vroom, blah blah etc. Go on - sod off.



If you like a flutter then I'm sure you'll enjoy losing a few hundred dollars on a friendly wager. If you enter a race that includes any of the computer rivals, you can participate in a bit of 'harmless' gambling before hand - so it's time to put your money where your trousers are, and show how confident you really are. To start with the rivals aren't very adventurous, but as the game progresses, they'll start offering larger and larger amounts to bet against. Once you've got all the extra on your car, there's not a lot else to do with your money anyway.



'Open up, it's the pigs'. Yes, just as in real life, driving becomes twice as exciting once you've got a copper on your tail. The police set up radar speed traps at spots along the route, and though you can get a warning device, chances are you'll still speed right past them. This earns you the right to wear an attractive 'offender' sign above your head, entitling you to be hassled by the cops until either you can outrun them, or they run you off the road. If they do manage to catch you, you'll find yourself out of that race and facing a fairly nasty fine when you get out of jail.



From this main map you can select the city for your next race. By passing your cursor over one of the stars, you will be presented with a board (inset) which gives details on the prize money up for grabs, local drivers' skill level, the weather conditions, and the possibility of police presence. Obviously the greater the challenge, the higher the rewards. The main computer rivals will also appear if they are racing in that city. This map screen is used to access the shop and garage facilities.



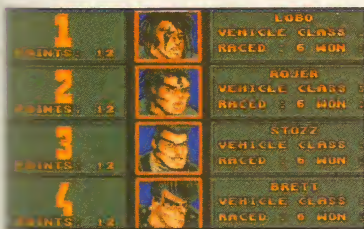
L A M B O R G H I N I A M E R I C A N C H A L L E N G E



(Left) After each race, you'll collect any prize money and pay off any outstanding fines. Any rivals that bet against you will pay up or slag you off, depending on how well you did. You need to appear in the first three drivers if you want to get anything back.



Along with the computer drones there are a set number of specific computer rivals to be dealt with (you can't miss them because their cars have got 'Rival' above them). These rivals drive a lot faster than the drones and are generally harder to pass - deliberately weaving all over the place. The best tactic with these guys is just to get past them and then bomb off as fast as fast can be. You'll notice from my speed and by the flame behind my car that I'm making the most of my turbo boosts at this point. So long sucker!



Throughout all the races, you'll be fighting against 19 computer rivals for top position in the league. As time passes, more of the drivers will drop out and (god willing) you'll eventually find yourself up against the cream of the crop for the final showdown. I must say I'm a bit concerned about the Michael Jackson look-alike at number 2, especially when you notice that his name is Rojer - coincidence or a sick joke? I wonder.



What's the point in having a monster racing machine if you can't fit it with extras? Well don't you worry, Lamborghini has tons of 'em! The shop offers a varied selection of things to waste your dosh on, from radar detectors to automatic gear boxes, from super-traction wheels to turbo blasts, from plumbers to electricians - you'll find everything you need in the good old yellow pages. Oh, sorry about that. Good food costs less at Sainsbury's.



Ah, this is more like it! As with most games, the fun doubles as soon as you can get someone to give you a challenge, and Lamborghini is certainly no exception. In traditional 'split screen' fashion, you can now take on a mate as well as the computer rivals as you hurtle across the country. The game remains unchanged other than in display, with all the features and speed being identical to one player mode. Come on Byron, get a move on!



There's no way you'll get through a race without the odd collision, and the performance of your car will start to suffer as the damage meter rises. All is not lost, though, as you can enter the garage before each race and repair the damage that's been done. Two percentage bars show the damage incurred and the effect that this will have on your speed. For a price, top mechanics will happily sort you out, and believe me, you'll need it.

THE VERDICT

Do you remember that Star Trek episode where the crew met a race of beings who moved so much faster than they did, that all Kirk could hear was a high pitched buzzing, while from the aliens' point of view all the humans just stood still? NO? Oh, well there goes that comparison. Lambo' is nice 'n' fast and no mistaking - it moves like the wind at the worst of times with you just steaming past the rather pathetic drones - but as a one player game, it gets repetitive fairly quickly. As soon as I loaded up this game, I sat for the next two hours and beat the computer rivals on my first go (and I hasten to add that I never really played Crazy Cars 3 that much before). This doesn't say much for its chances in the 'long-life tournament' of games, but then again I suppose if you buy Lamborghini you pretty much know what to expect anyway.

The two-player mode works a treat, and boosts the game up a few marks, but again this is more down to the fun of a challenge rather than the game itself. Having the computer rivals adds a bit to the excitement of the game, but in honesty this doesn't occur often enough and you find yourself deliberately aggravating the police just for a bit of company as you plough through the drones. The speed of the racing is impressive and the graphics and sound do their job very well, but a few more different cars wouldn't have gone down badly. The disk accessing is a little bit tedious - loading before and after each race - but other than that the game is user friendly. Despite my groans, I'm impressed by Lamborghini, but at the end question its long-lasting appeal as a one player game.

A1200

CD32

The game plays at the same excellent speed on all machines, with no differences on the A1200. Titus are looking into putting Lambo' on the CD32 in the near future.

A500/600



Publisher: Titus
Developer:
In house

£25.99 December

Not Hard Disk Installable

Joystick

Memory 1Mb

Disks 2

GRAPHICS



82%

SOUND



82%

PLAYABILITY



83%

LASTABILITY



80%

OVERALL

83%

A320

A·I·R·B·U·S

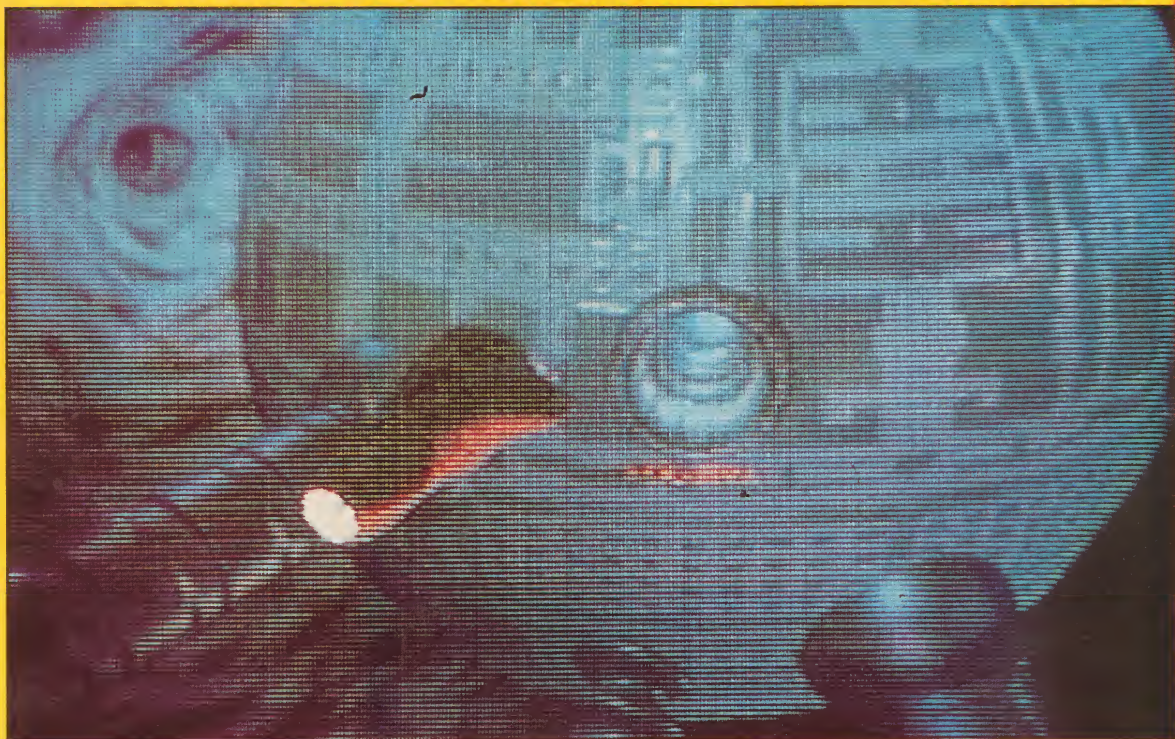
Approach Trainer

...is on final approach.



MICROCOSM

After countless breathless previews, much hype and a lot of waiting, Psygnosis have - at last! - finished what they claim is the first 'true' CD game. Simon Byron casts his four-eyes over what they're already calling "the future of CD entertainment."



You'll find one of these in most levels. You wouldn't really expect to see a gigantic space station - or should that be inner space station? - inside the body, but nonetheless, here is one. Once docked here (this is starting to sound like an Elite convention) you can add upgrades to your ship, check on the state of the body and your own progress, or just marvel at how modern it all looks.

They've been hyping this one so long it's been in danger of being a self-parody longer than most games have been in development. The FM Towns version was pretty awful, and the Mega CD version is best forgotten. What chance does the lowly CD32 conversion have, I wondered to myself shortly before loading this one up.

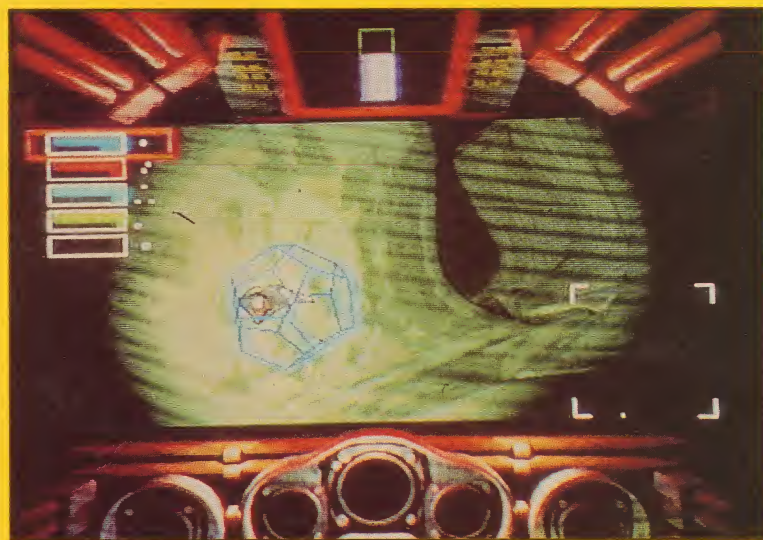
A game based around being shrunk and travelling around inside someone's squishy bits has been tried time and time again, and no matter how good the graphics are, none of them have ever been much cop. Still, the spectacle-wearing, power-crazy, git features has decreed that this will get four pages supporting the exciting new medium he calls it - so I'd best play the darn thing.

Goodness me, what an intro! Seven minutes later, and totally blown away by THE most stunning intro Psygnosis have ever come up with - and that's really saying something - I have to go for a little walk.

In this more than six minutes long mini-movie, we are told the game's plot.

Two rival corporations have been battling it out for a hell of a long time. Finally getting fed up with underselling each other and placing larger and larger posters all over the cities of the world, one decides to kidnap the president of the other and inject a small robot into his brain. This will control his movements and allow one to control the other. With me? Good. So you are sent in (also in miniaturised form) to find the robot, while fighting off the body's natural defences and all the rest of the buff borrowed from the Doctor Who story 'The Enemy Within'.

The major problem Microcosm faces is the stiff competition from last month's superb Liberation. With Mindscape's game setting the standard for CD32 games, it appears to me that Psygnosis have a lot to do. So what are the scores on the doors, Miss Ford?



Possibly the most hyped thing about Microcosm are the graphics. The squeamish say 'Yuck' and the rest of us go 'Wow, that's the best thing I've ever seen', etc. With over four hundred Megabytes of space taken up just by the graphics (could your hard drive handle that?), it's the first real CD32 game that fills the disc by means other than a few audio tracks. Graphic artists beavered away for eighteen months, sticking cameras inside each other and digitising the photos... no, not really. They actually beavered away on Silicon Graphic workstations, but the effect is the same, don't you think?